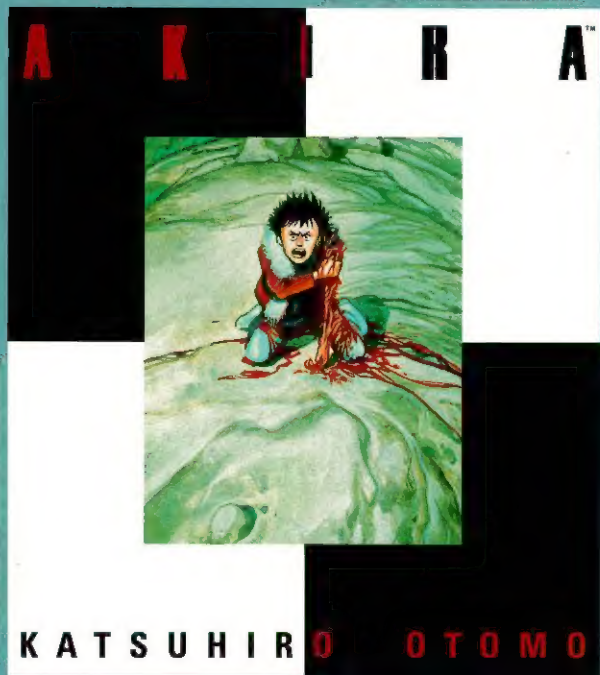


Bonus AKIRA collected edition #4 front cover





AKIRA

BY KATSUHIRO OTOMO

BOOK FOUR

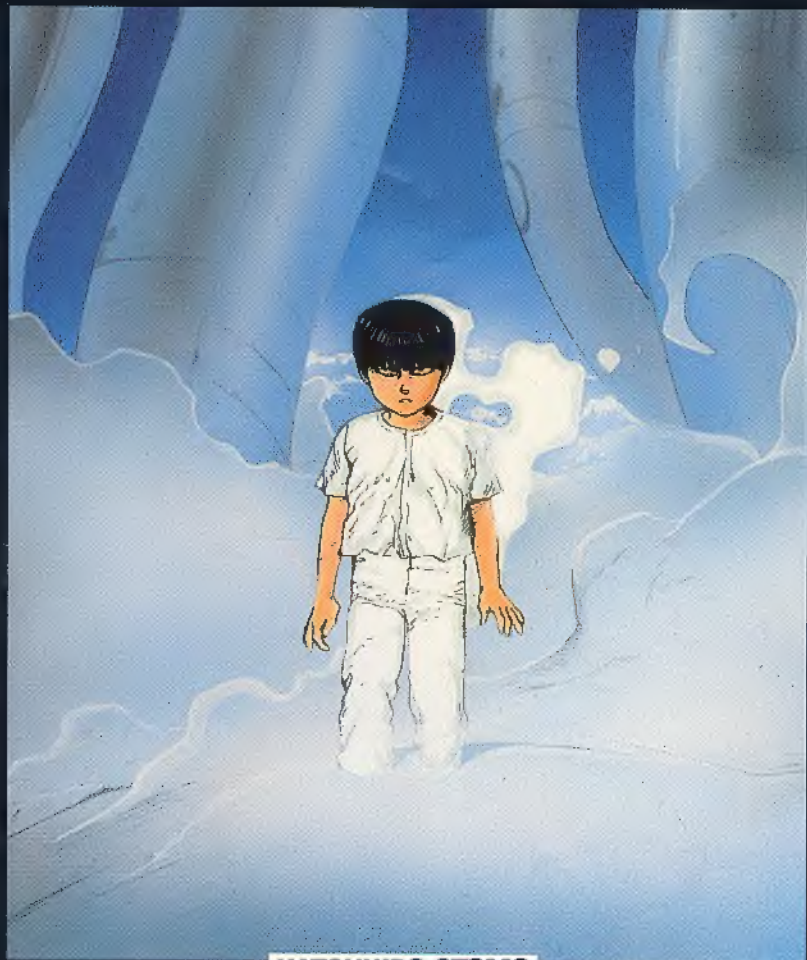
AKIRA

10

TM



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KATSUHIRO OTOMO

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AKIRA

BY KATSUHIRO OTOMO

CHAPTER 10

THE AWAKENING

WHAT HAS GONE BEFORE



The year is 2030. The world is rebuilding from World War III. In **Neo-Tokyo**, plans are being made to hold the next Olympics in the "old city"—where, thirty-eight years before, the first of the bombs fell.

In the old city, a band of teenaged delinquents led by **Kaneda** encounter **Number 26**—a terrified child possessing extraordinary telekinetic abilities. During the encounter, the paranormal boy gravely injures **Tetsuo**, one of Kaneda's close friends, then mysteriously vanishes. As a result, **Kaneda** and **Tetsuo** become entangled in a power struggle between a mysterious military and scientific organization led by a man known only as the **Colonel**, and an underground resistance group, bent on putting a stop to the Colonel's activities.

Among the resistance, **Kaneda** meets **Kay**—a girl he alternately maddens and tries to seduce—Kay's "brother", **Ryu**, and Ryu's closest friend and subordinate, a man who proves his value to the group when he detects and very nearly kills a spy from the Colonel's organization. Ryu's superiors in the resistance include **Nezu**—who publicly leads the party that opposes the government—and a powerful religious leader with strong precognitive gifts—**Lady Miyako**.

The **Colonel** already has a number of children under his control, each one possessing a



Kaneda



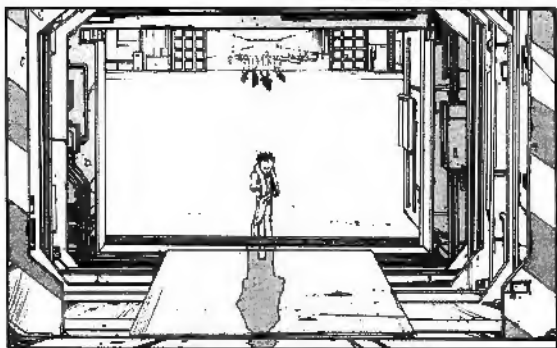
Kay



Takashi



Ryu



distinct set of psychic talents and identified by a number marked on the hand. (**Lady Miyako** was, at one time, **Number 19** in this series.) The most powerful of the children is the mental giant—**Akira**. Because of his immense psychic abilities, **Akira** has been suspended in cryogenic sleep beneath the earth's surface for almost four decades.

The Colonel's chief medical advisor, called **Doctor**, detecting tremendous telepathic potential in the delinquent **Tetsuo**, subjects him to painful electronic and chemical experiments. These experiments awaken Tetsuo's talents, and the **Colonel** redubs the boy **Number 41**. Unfortunately, as his powers grow, a monstrous side of Tetsuo's nature also appears. Able to shrug off the most

serious injuries, **Tetsuo** goes on a killing spree, eventually murdering one of his and Kaneda's closest friends—**Yamagata**—and attacking **Kaneda**, who, along with **Kay**, is subsequently captured by the Colonel and taken to his installation.

Tetsuo learns of Akira's existence and is unable to tolerate the notion that the sleeping child may be more powerful than he is, so he forces the **Doctor** to tell him where his rival lies. Determined to seek him out, **Tetsuo** brutally attacks the **Colonel** who tries to restrain him. **Kiyoko**, **Masaru**, and **Takashi**—the psychic children, who, like **Lady Miyako**, fear Akira's power and worry about the disaster **Tetsuo** may unleash—use their talents



Tetsuo



Kiyoko



The Colonel

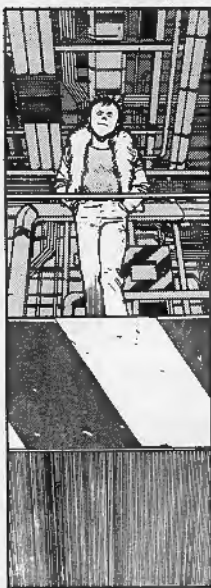


The Doctor



to help **Kaneda** and **Kay** escape from their cells. Armed with a laser, **Kaneda** routs **Tetsuo**, who flees the installation and sets out for where **Akira** sleeps. Before the **Colonel** recovers, **Kaneda** and **Kay** are also able to escape "aided" by the same spy Ryu's lieutenant previously left for dead. Although they don't trust the man, **Kaneda** and **Kay** bring him along as they, too, head for the Olympic site. **Ryu** and his lieutenant are working undercover at the Olympic Stadium, posing as soldiers.

Determined to prevent **Tetsuo** from unleashing a disaster, the **Colonel** alerts his troops and scientists. As everyone finally reaches the site, fighting breaks out.



Spy



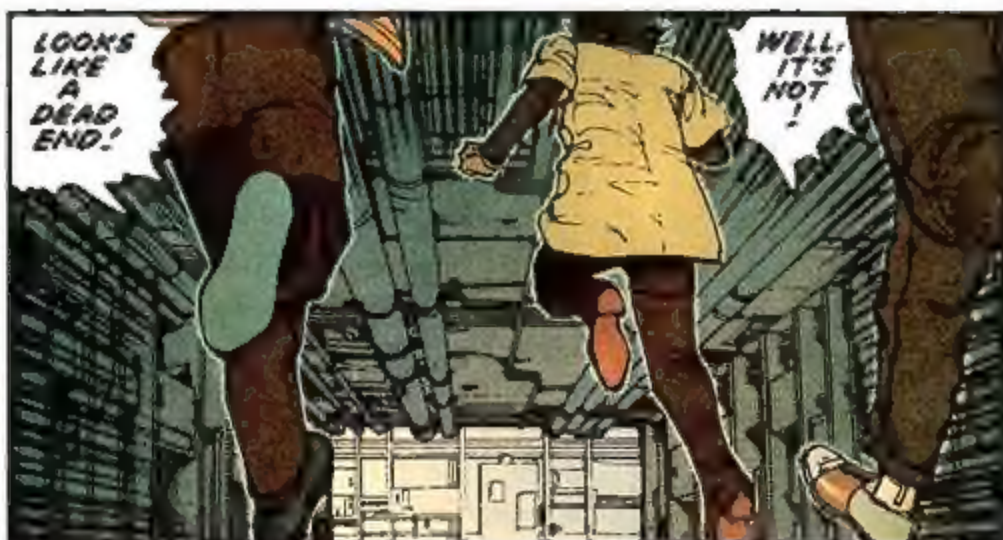
Masaru



Lady Miyako



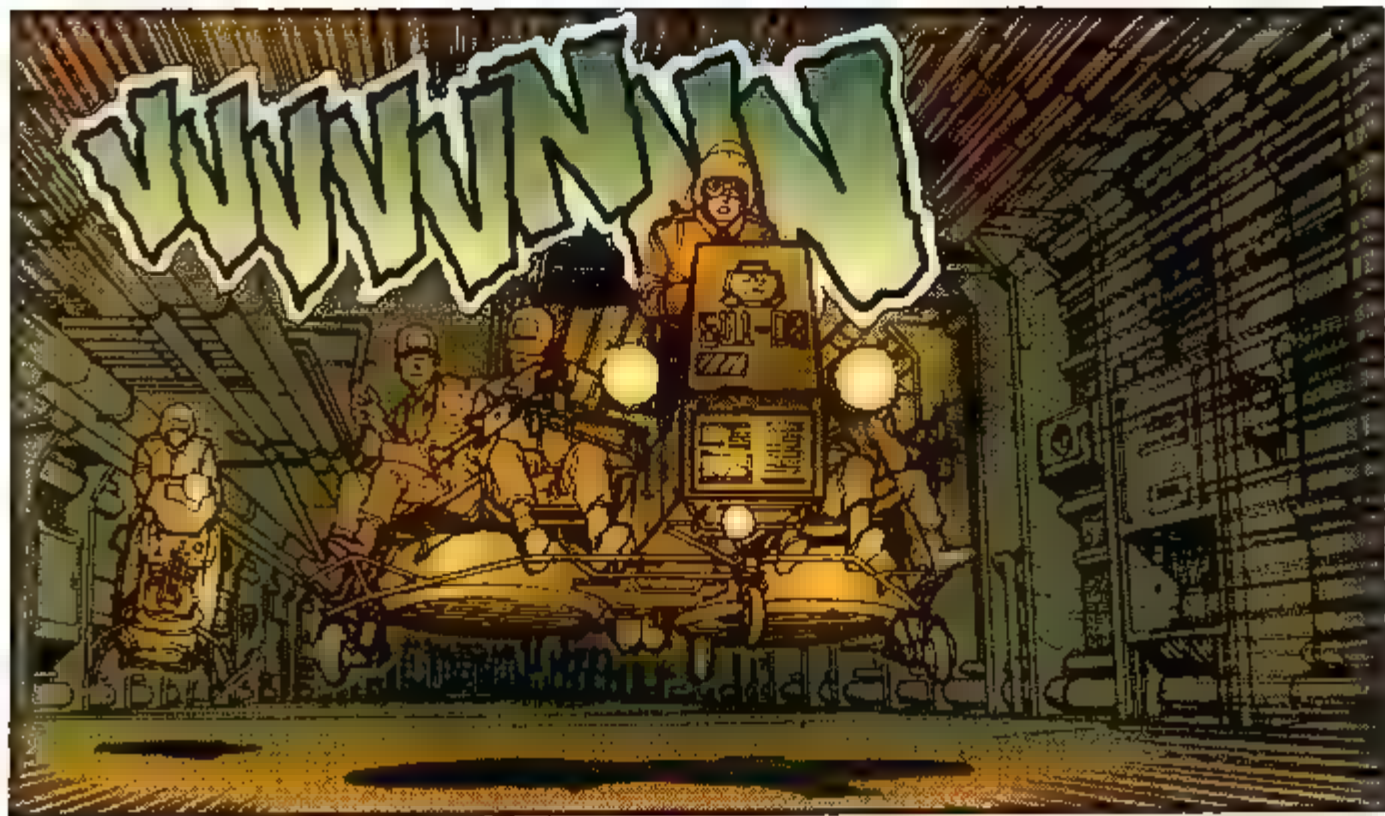
Nezu

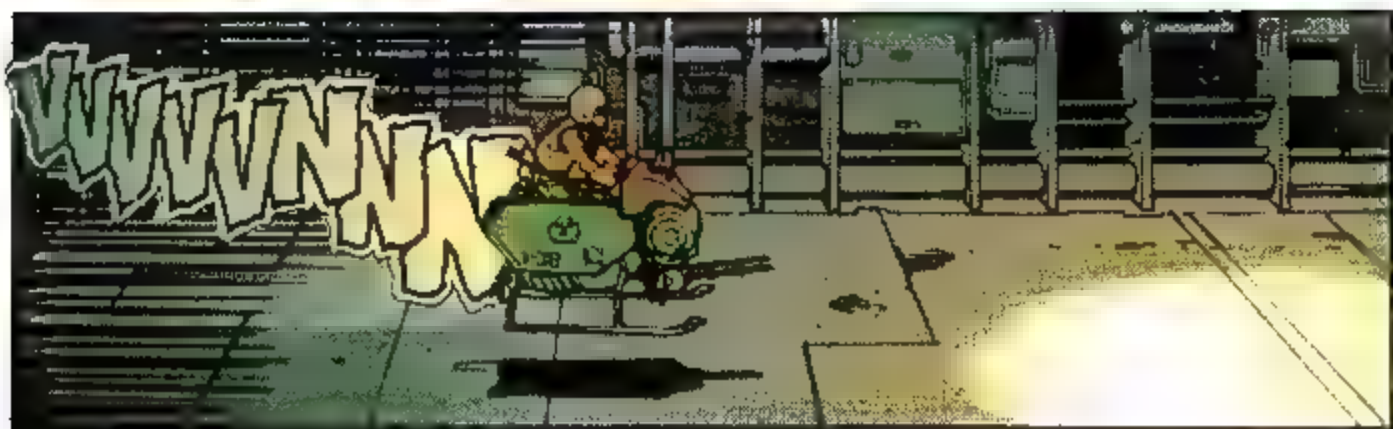


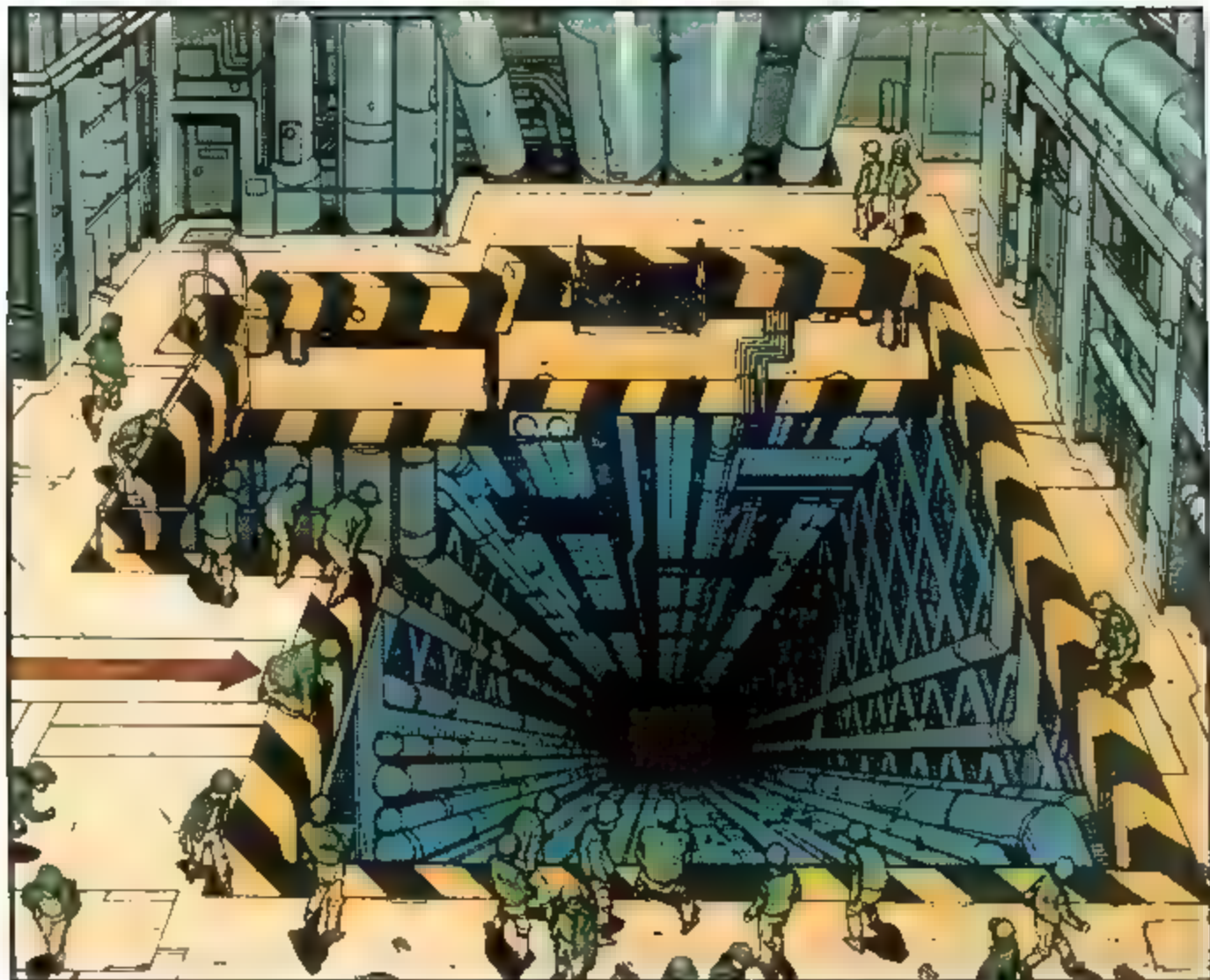
WELL, IT'S NOT!







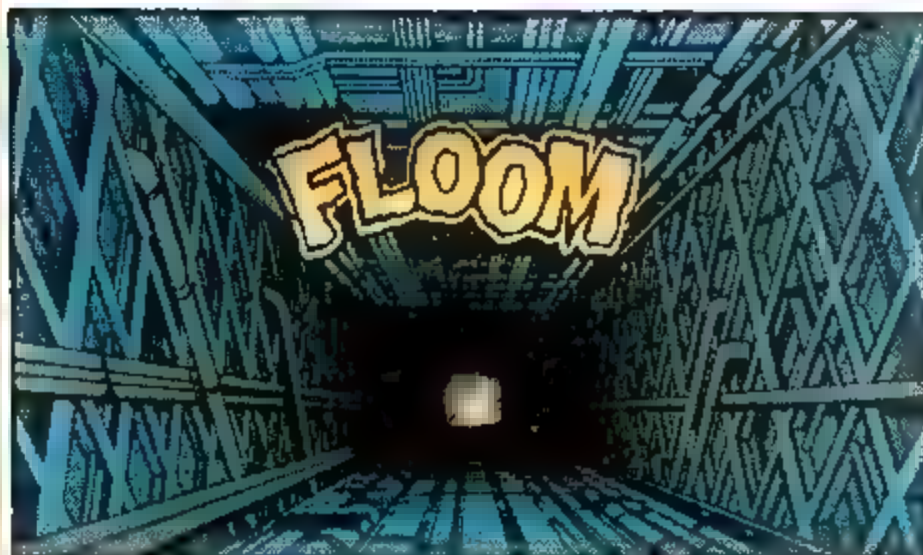




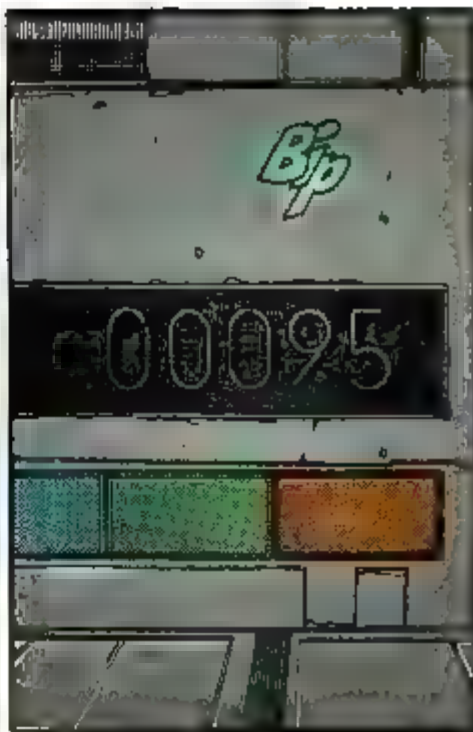
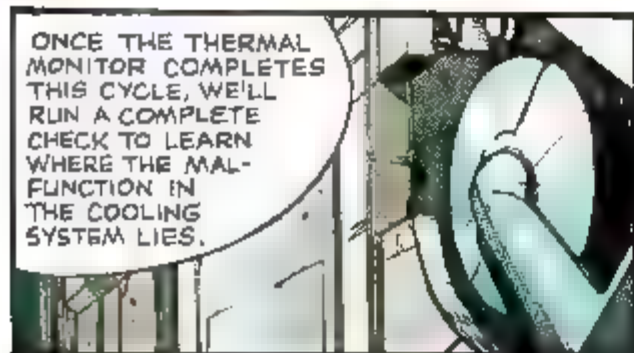
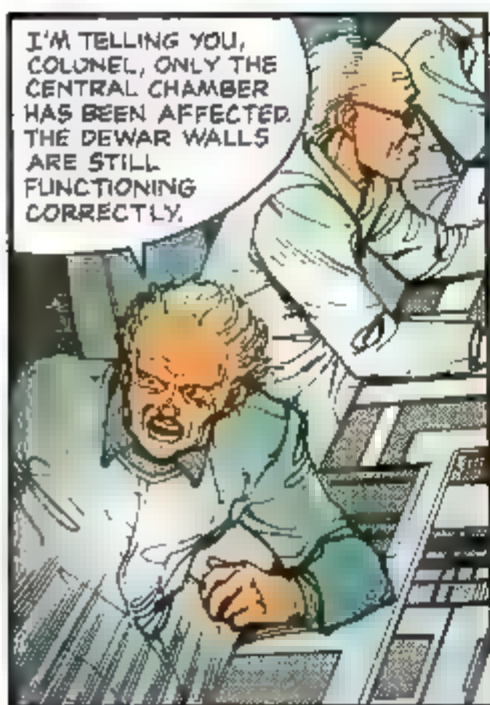
I JUST SAW
ANOTHER
FLASH DOWN
THERE. SOME-
THING MUST
HAVE
EXPLODED.

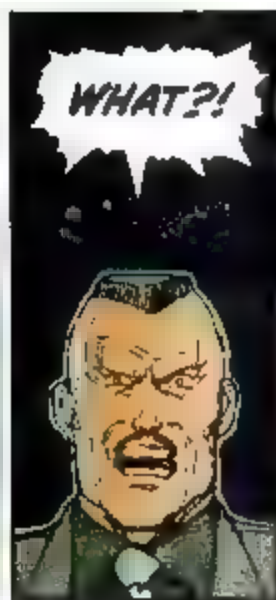
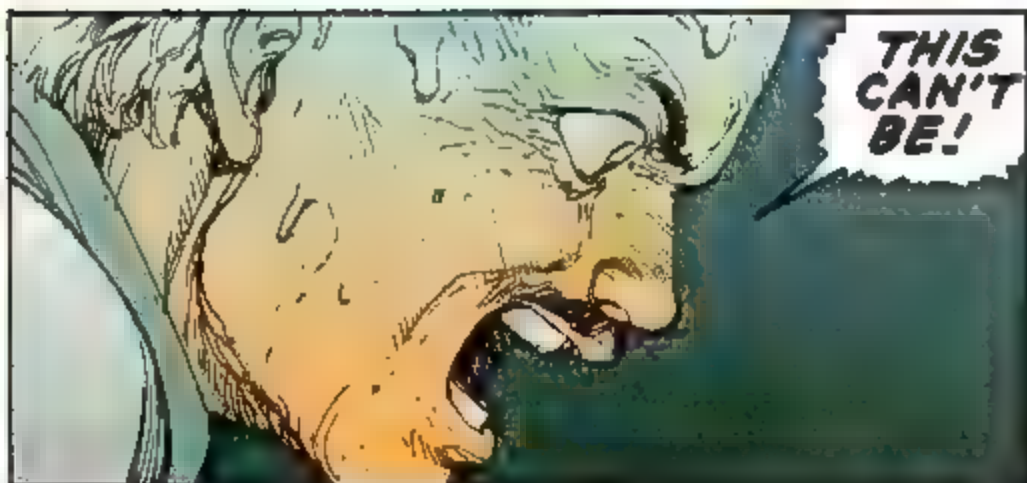


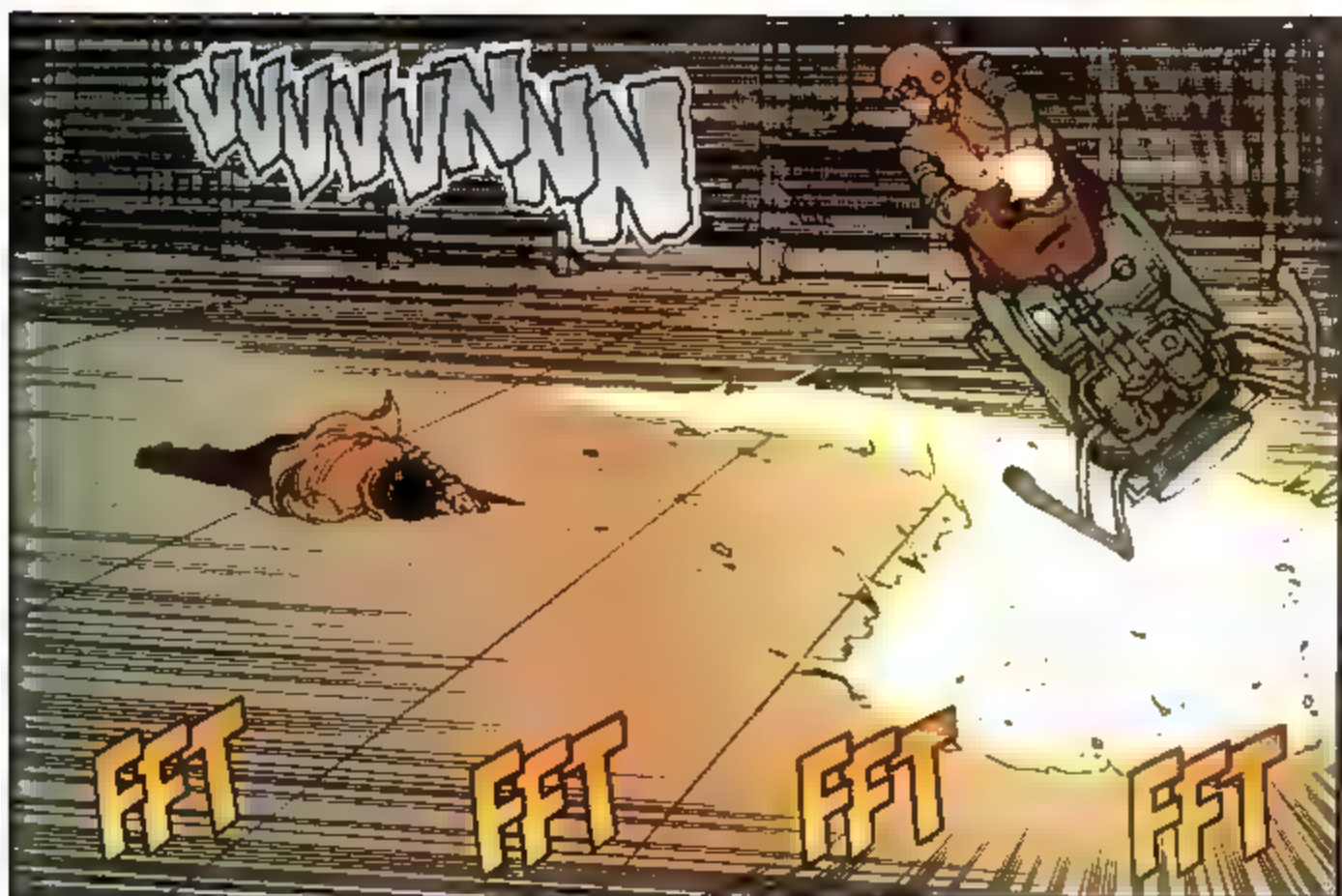
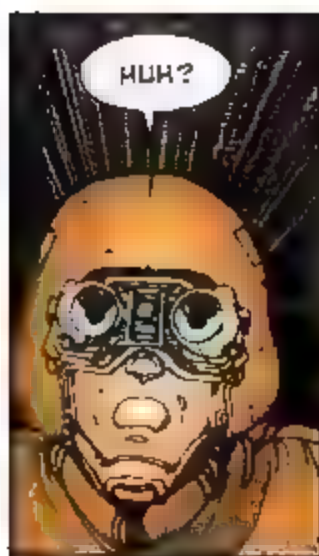
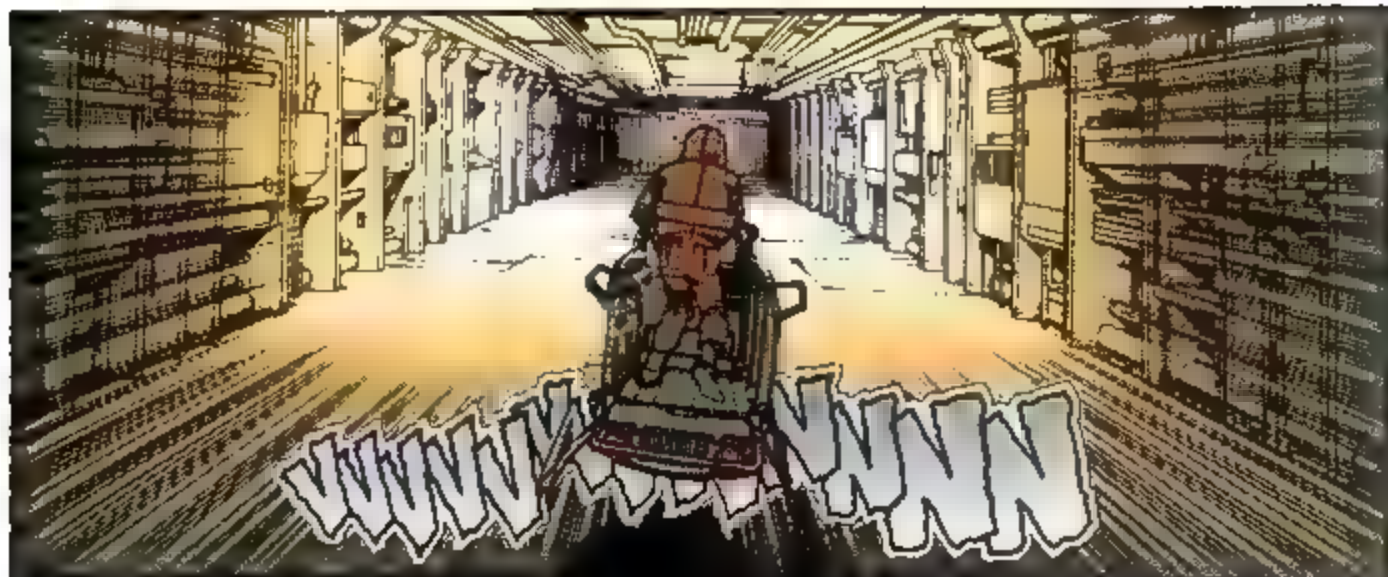
MAIN
FORCE TO
FLYING
SQUADRON.
FLYING
SQUADRON,
DO
YOU
COPY?
COME
IN
PLEASE!

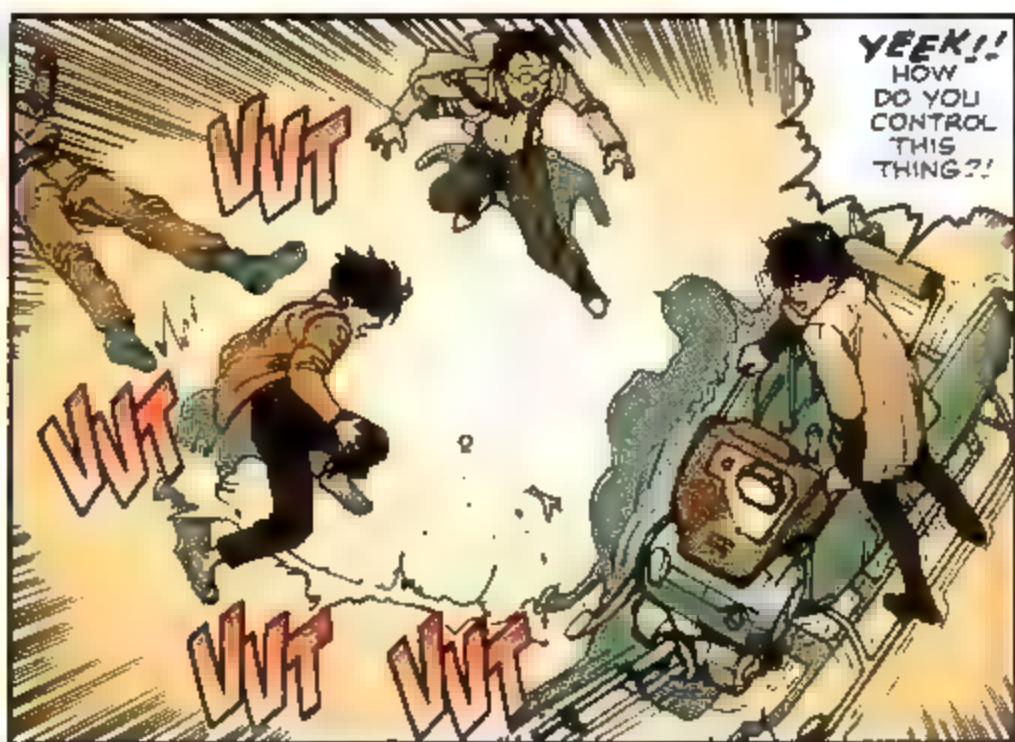
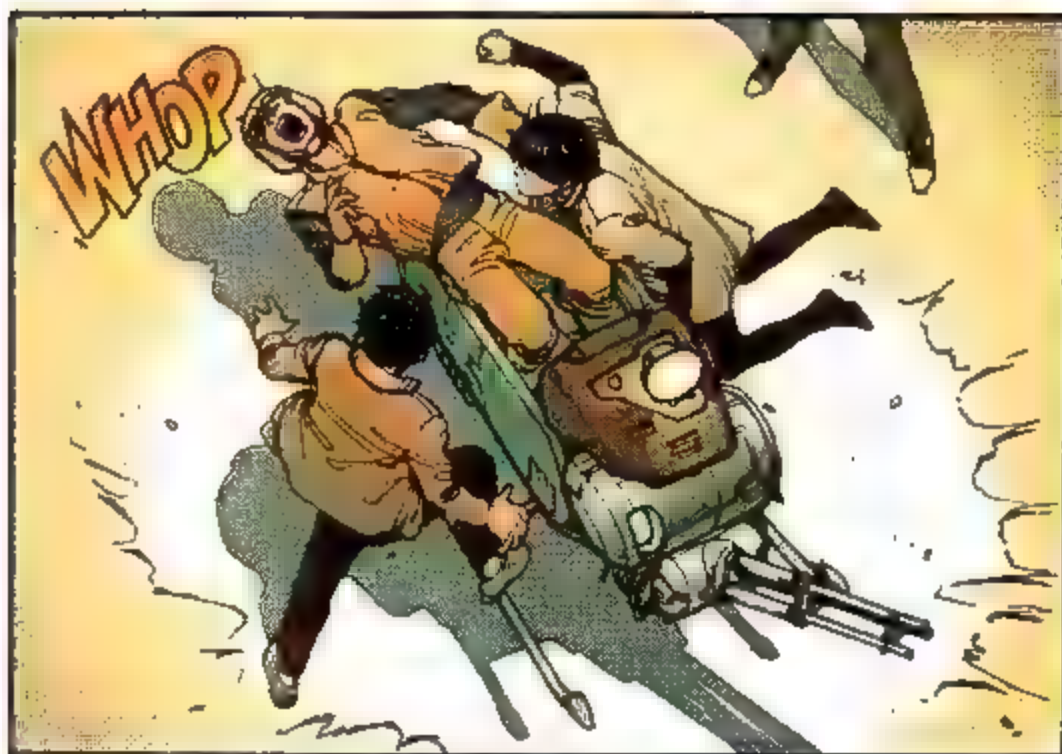
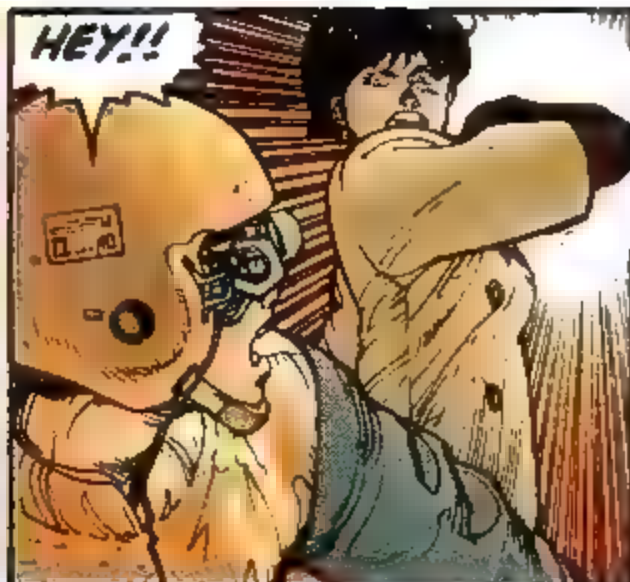


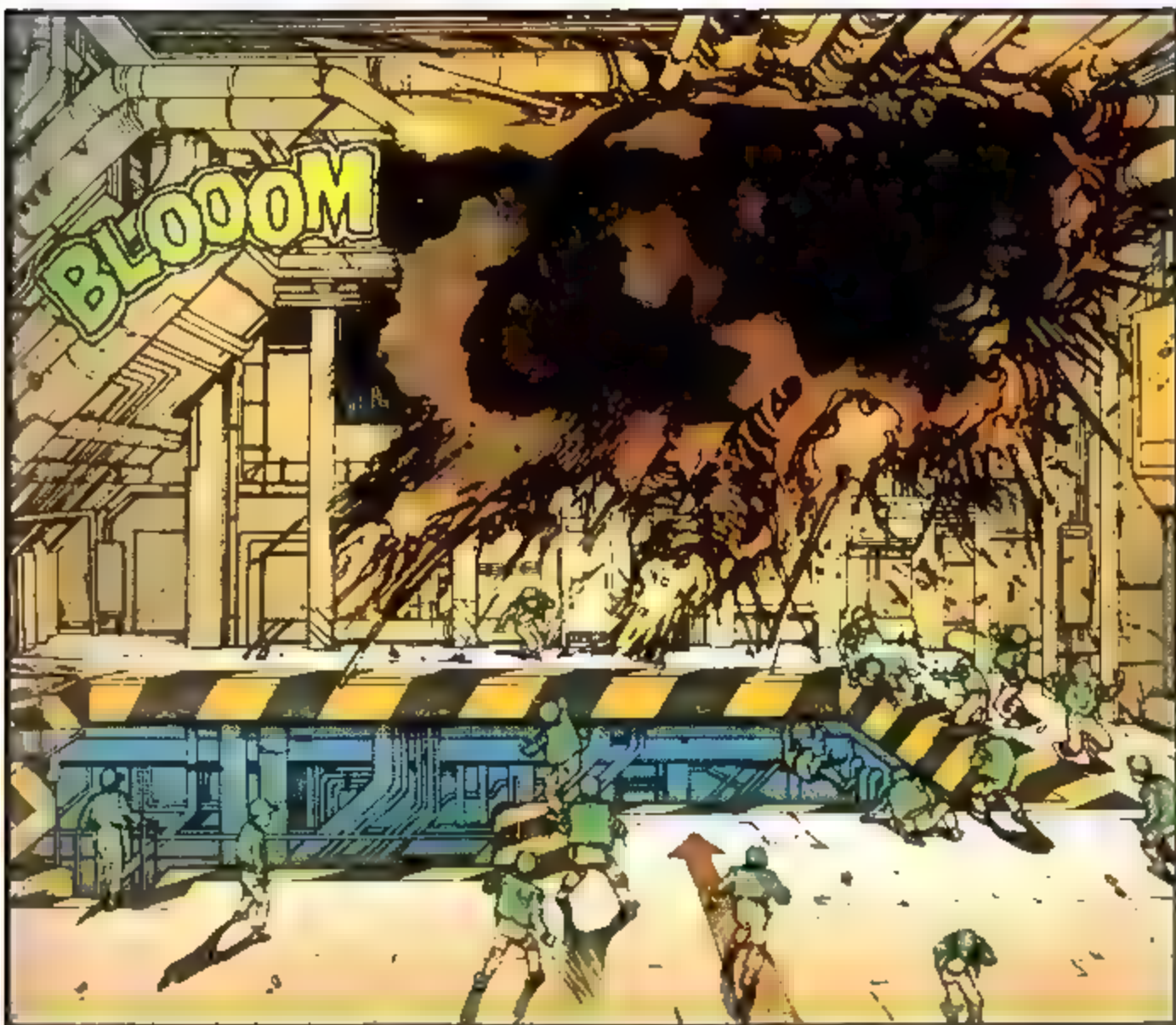
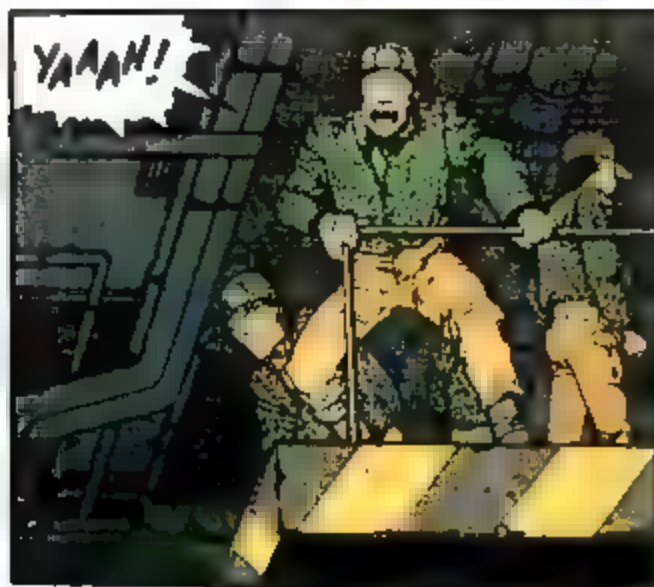
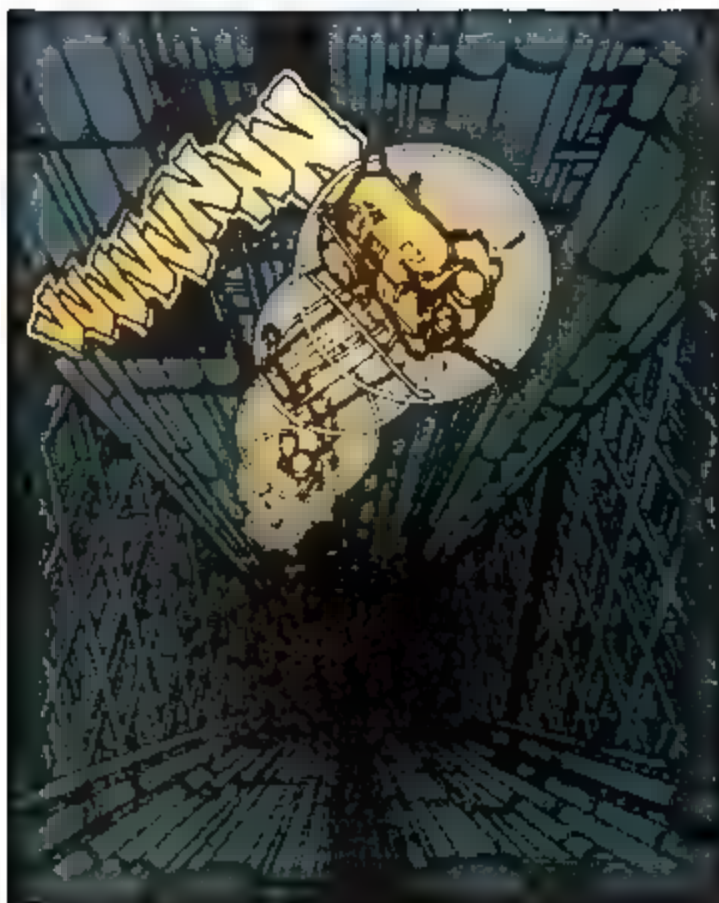
FLOOM

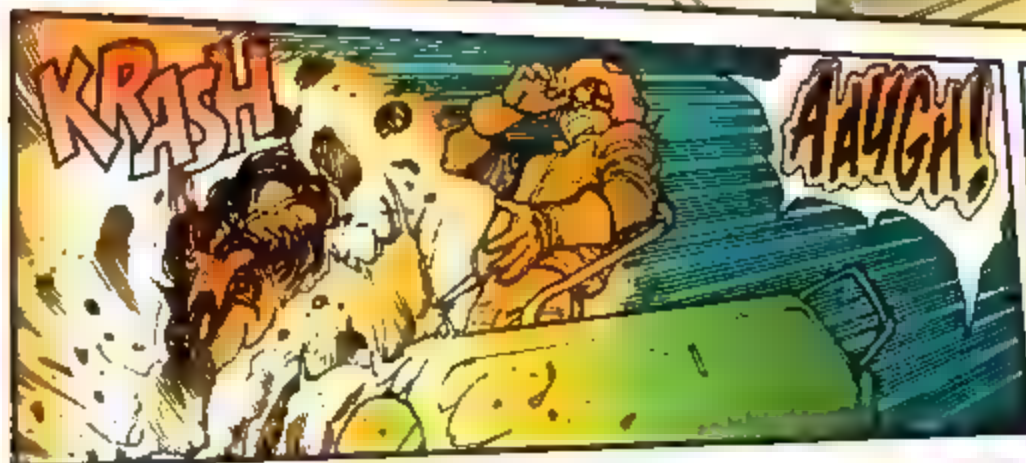
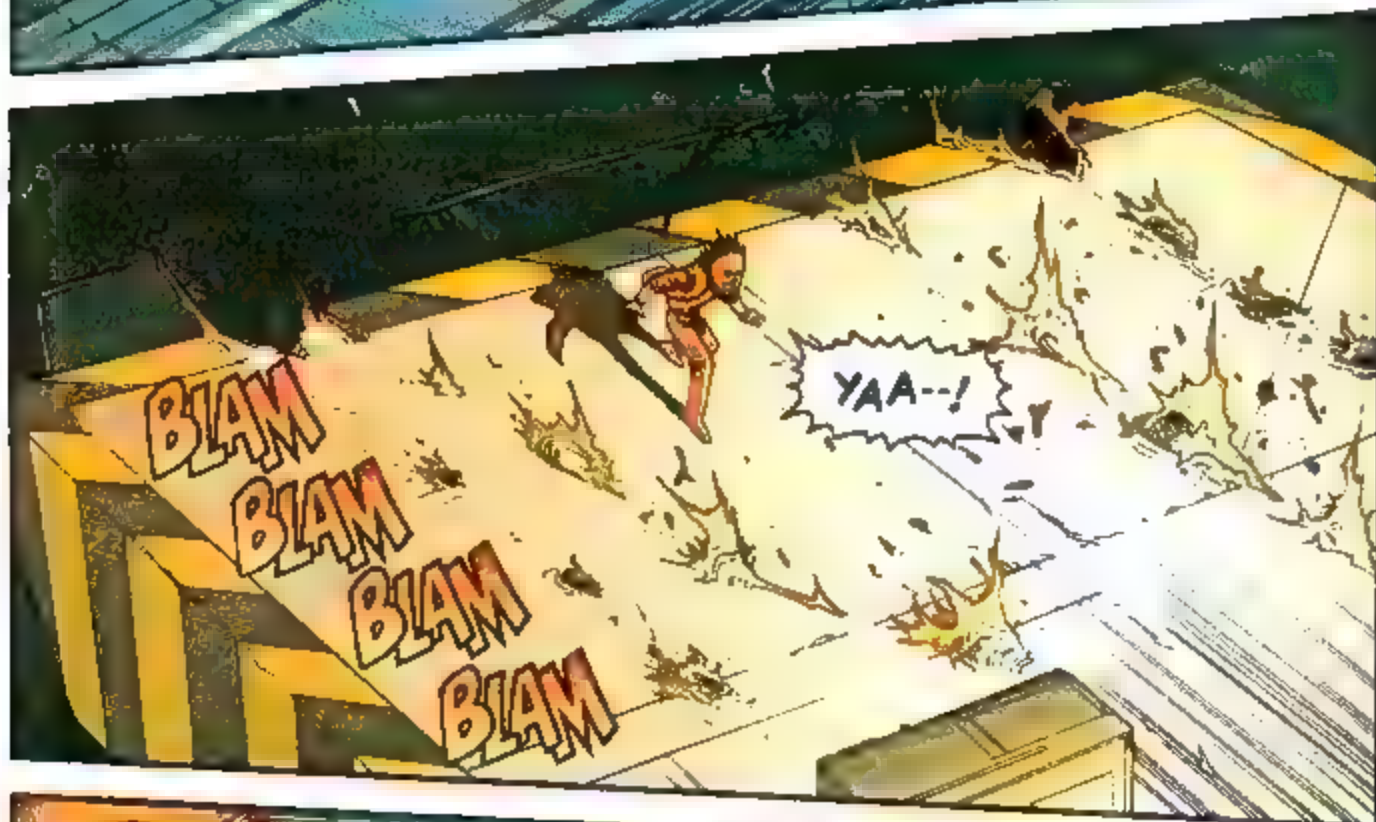
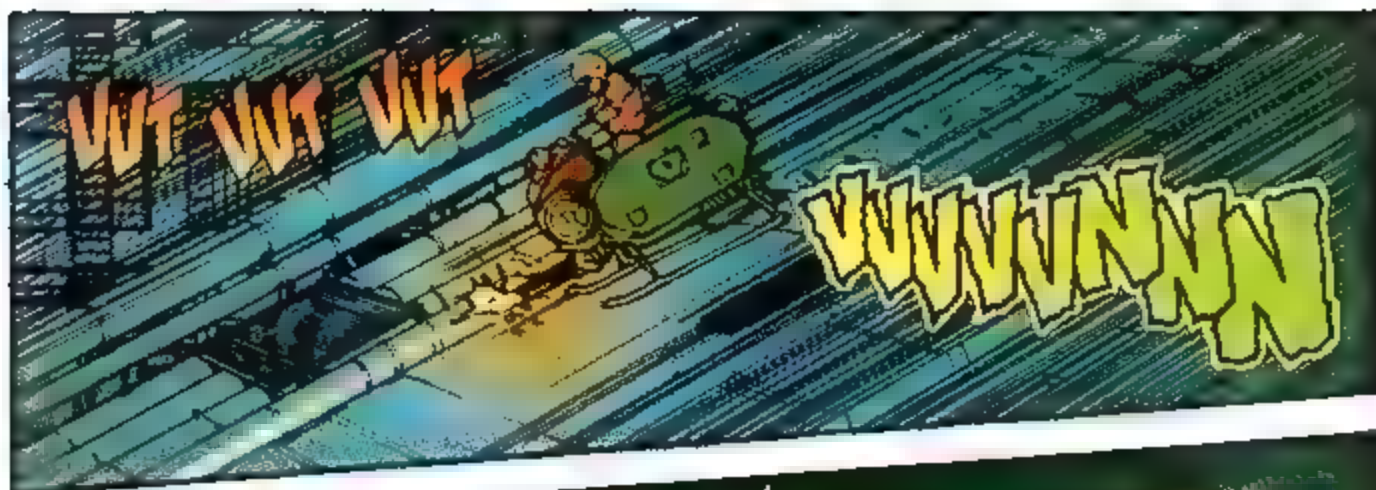


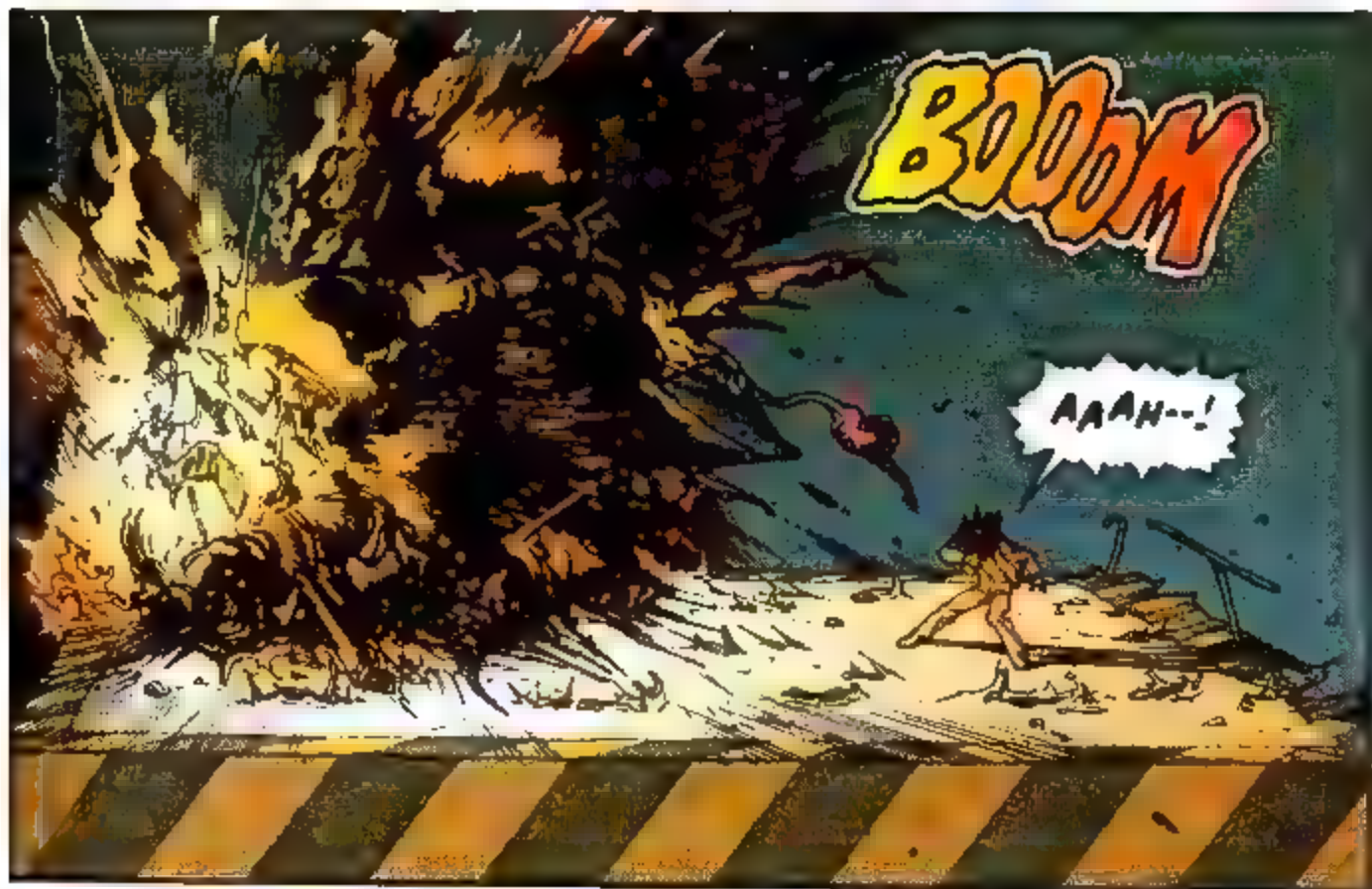


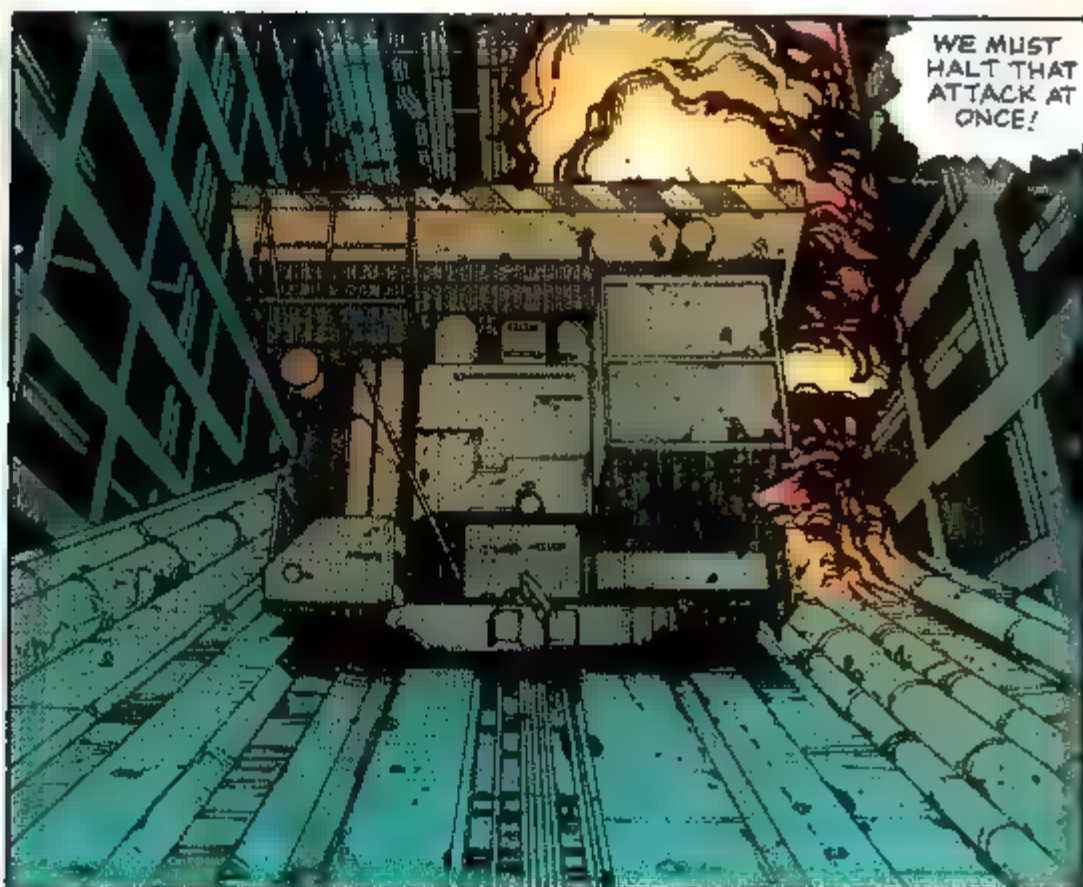
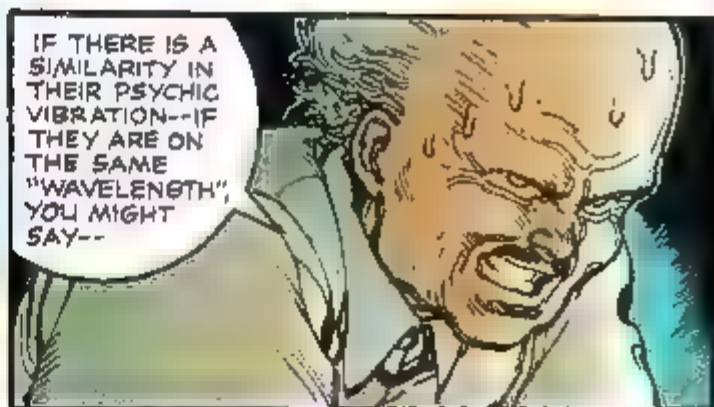














LOOKS LIKE THE
ELEVATOR'S
JAMMED.



SOUNDS LIKE THE
TROUBLE UPSTAIRS
IS OVER.



WHAT'LL
WE DO,
RYU?



BE
CAREFUL.
THE
STAIRS
ARE
BROKEN.

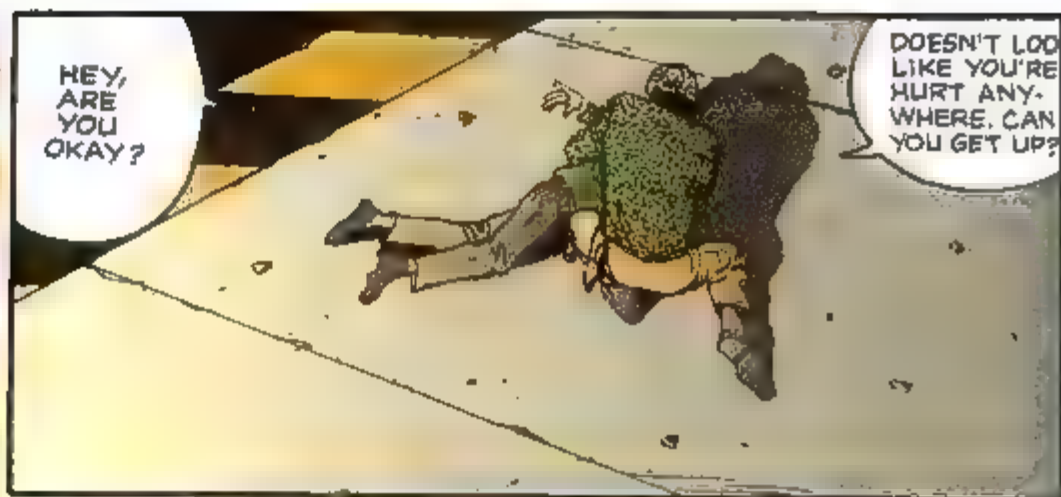


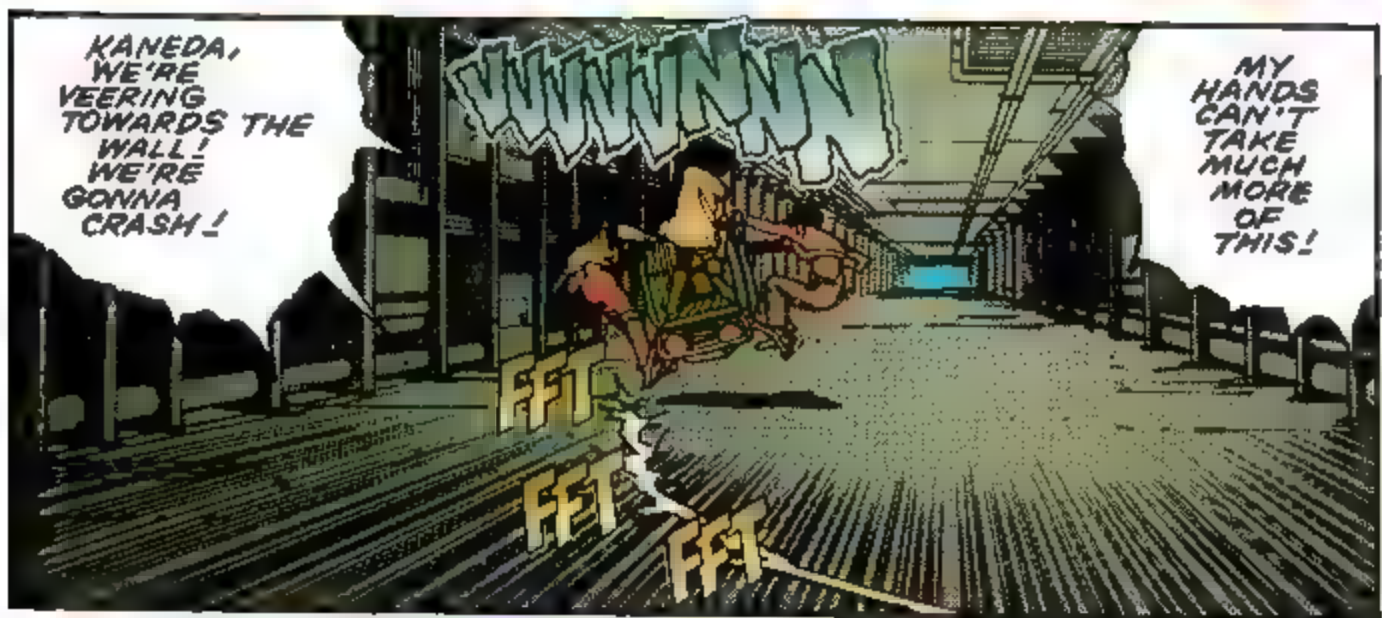
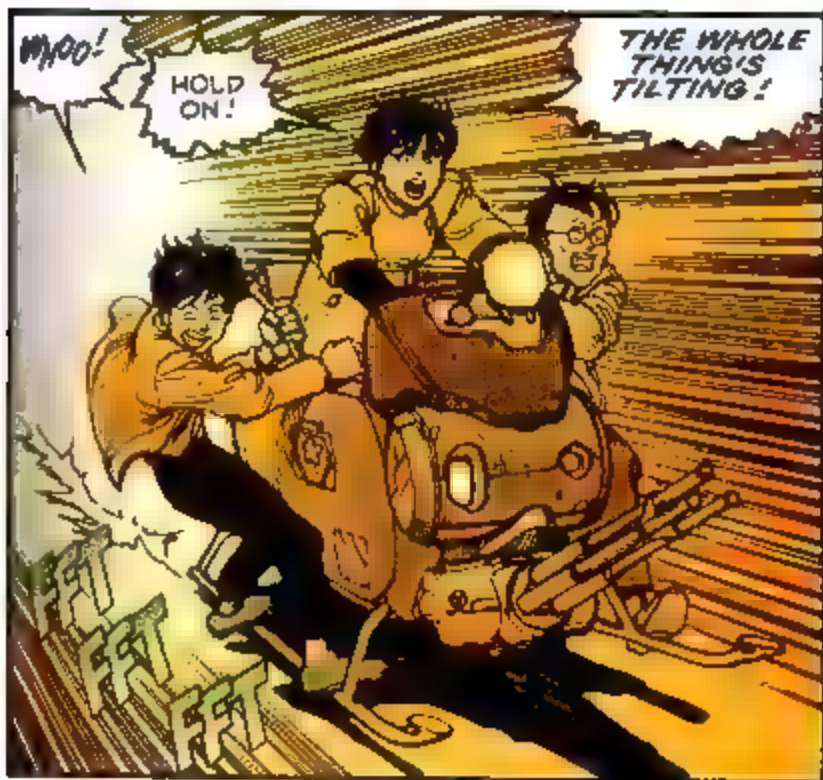
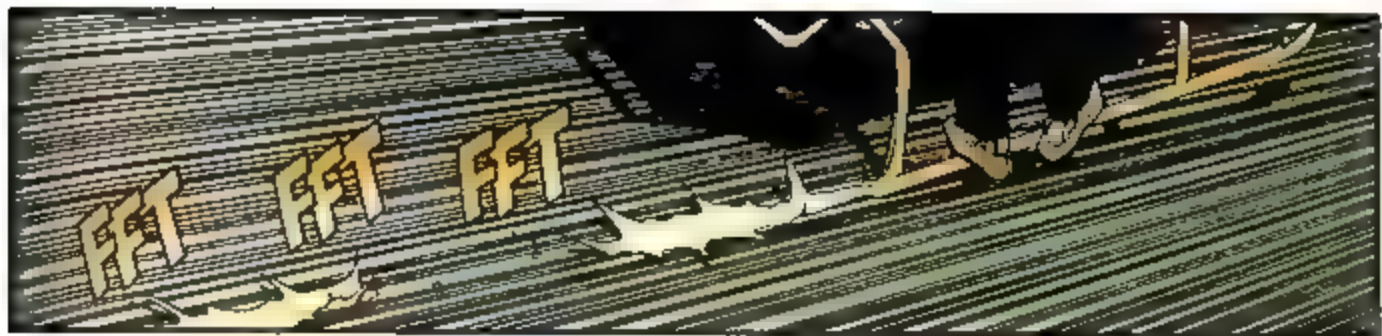
YOU
THINK
THIS'LL
WORK?

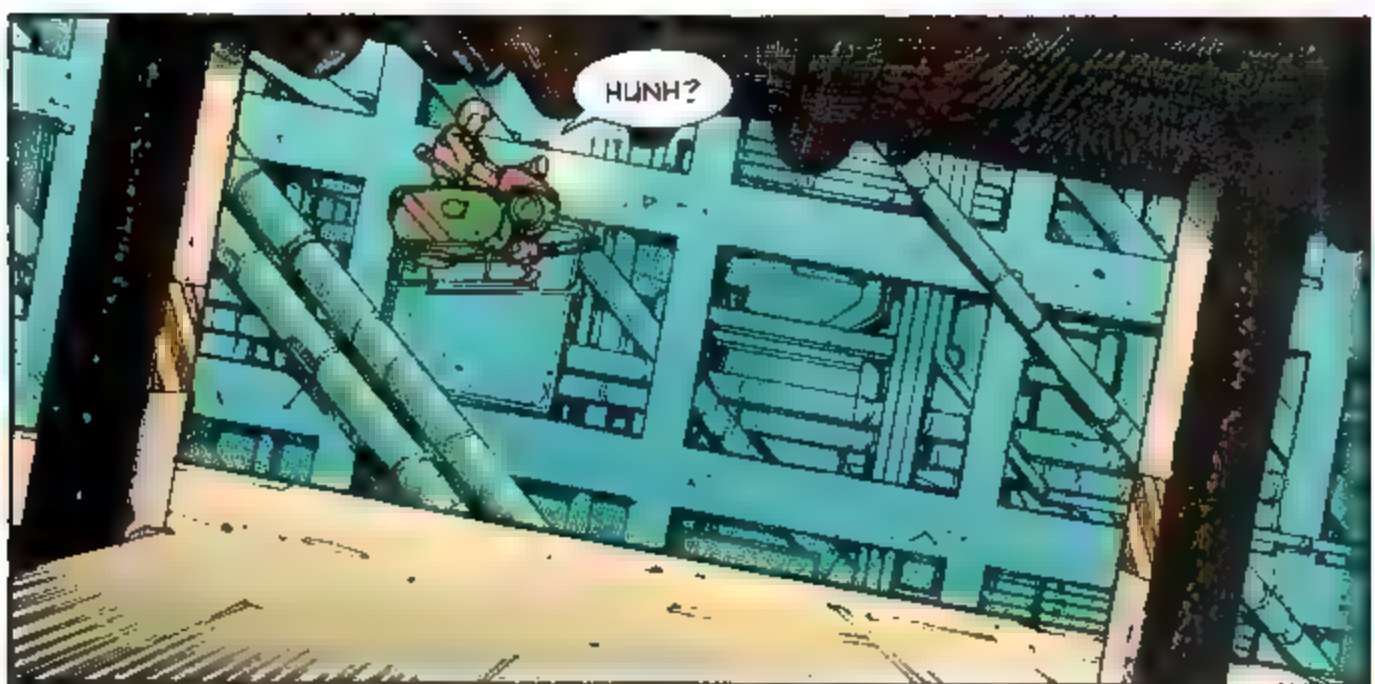
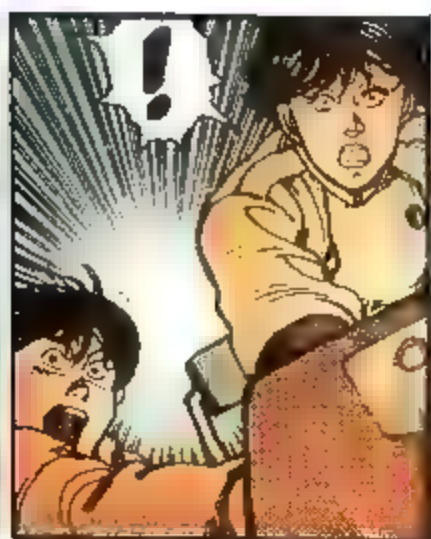
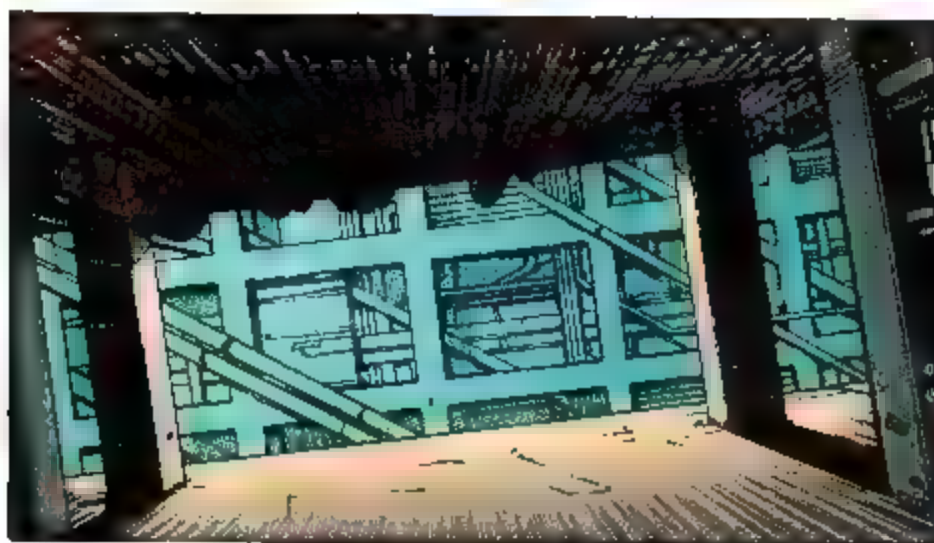
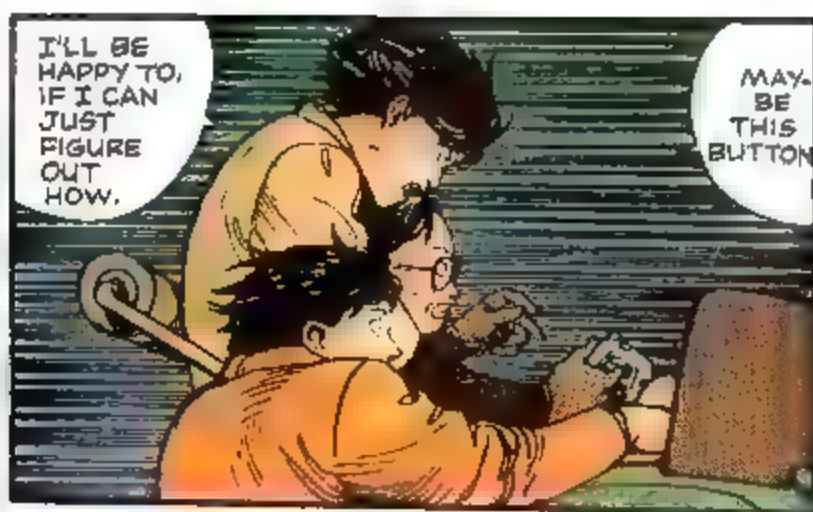
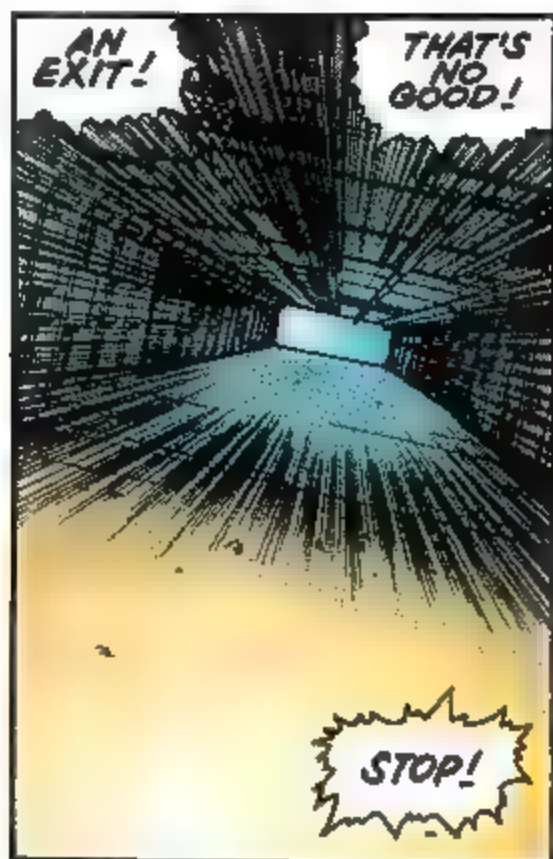


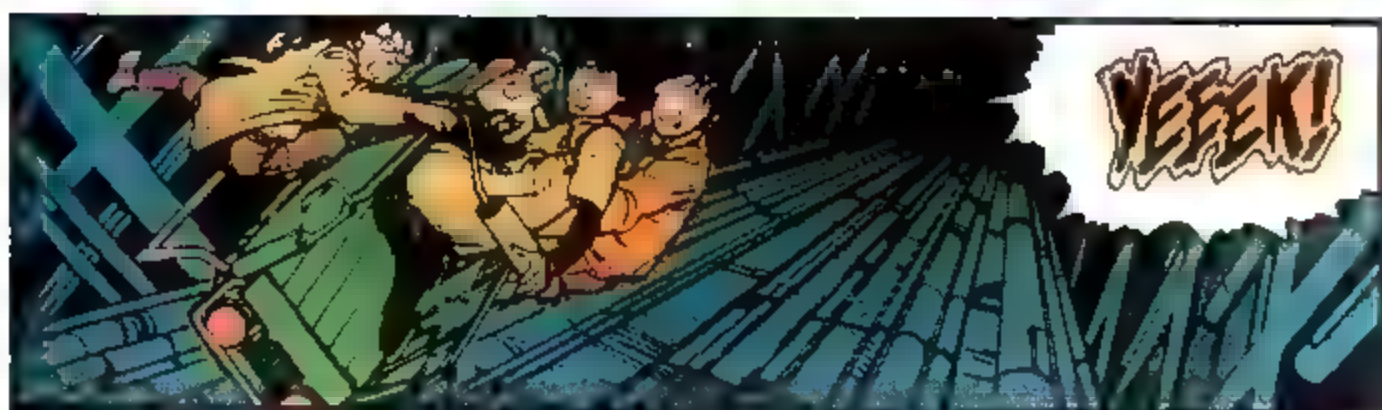
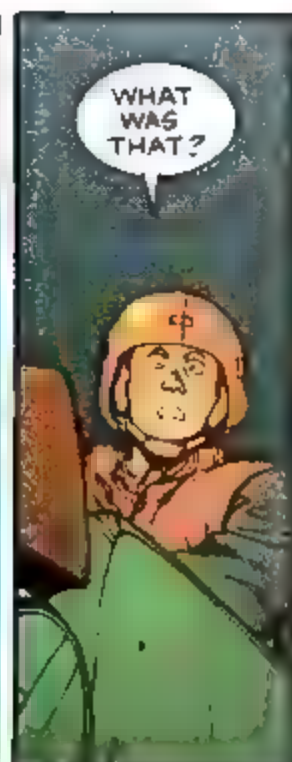
OOH...

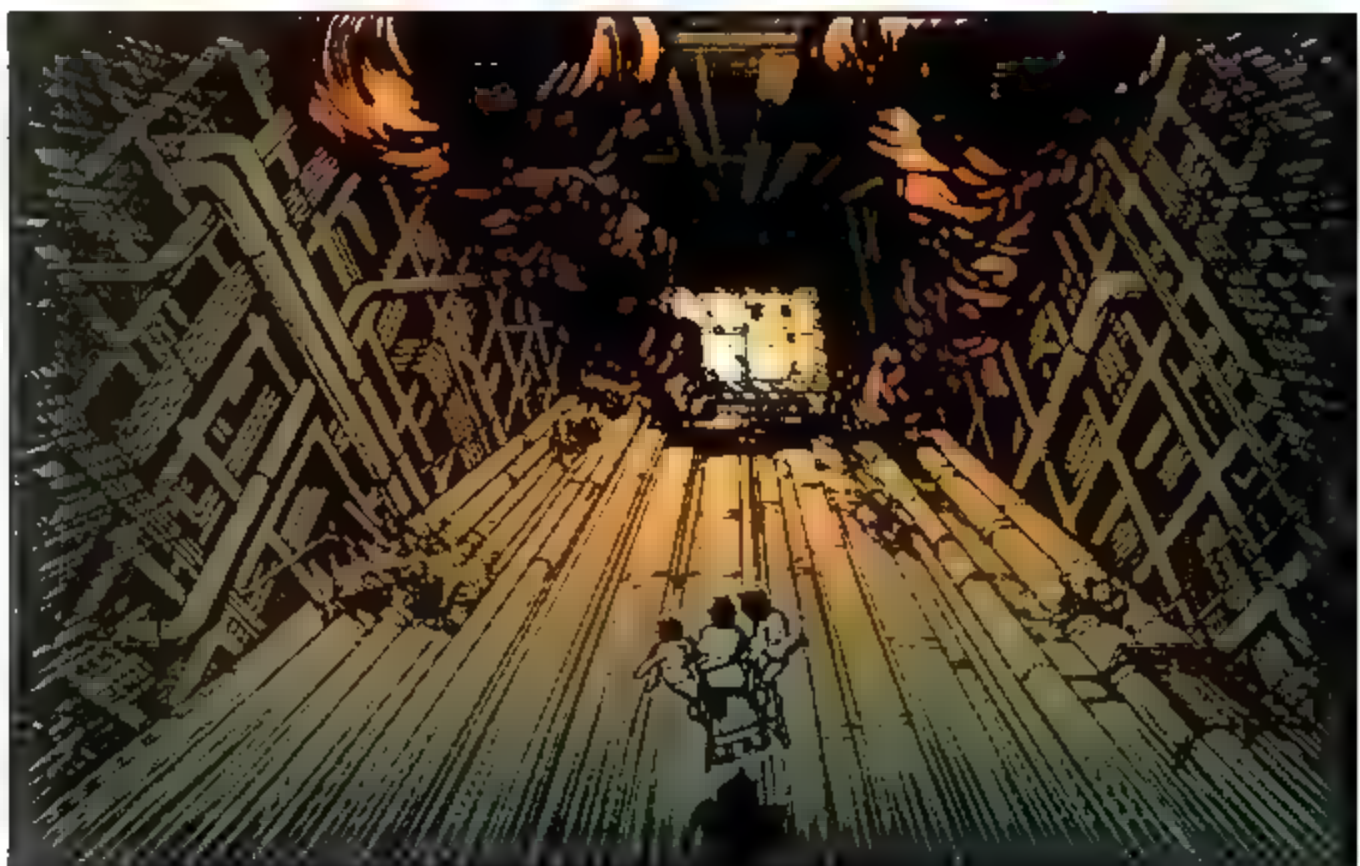
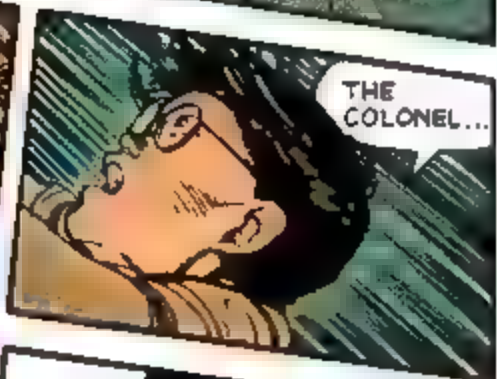
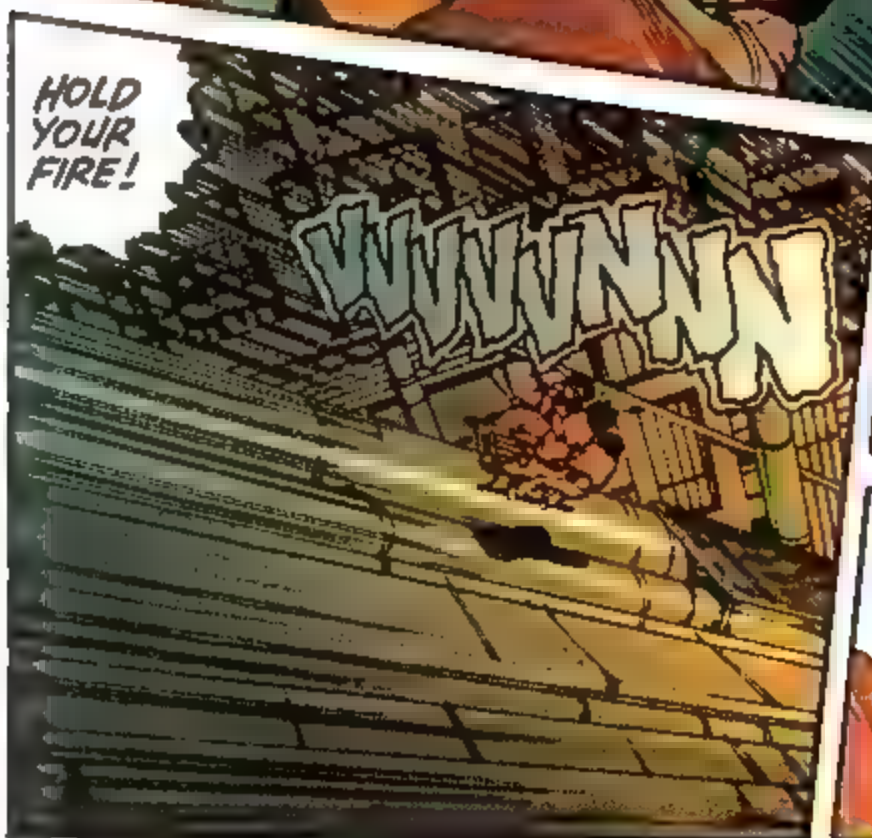


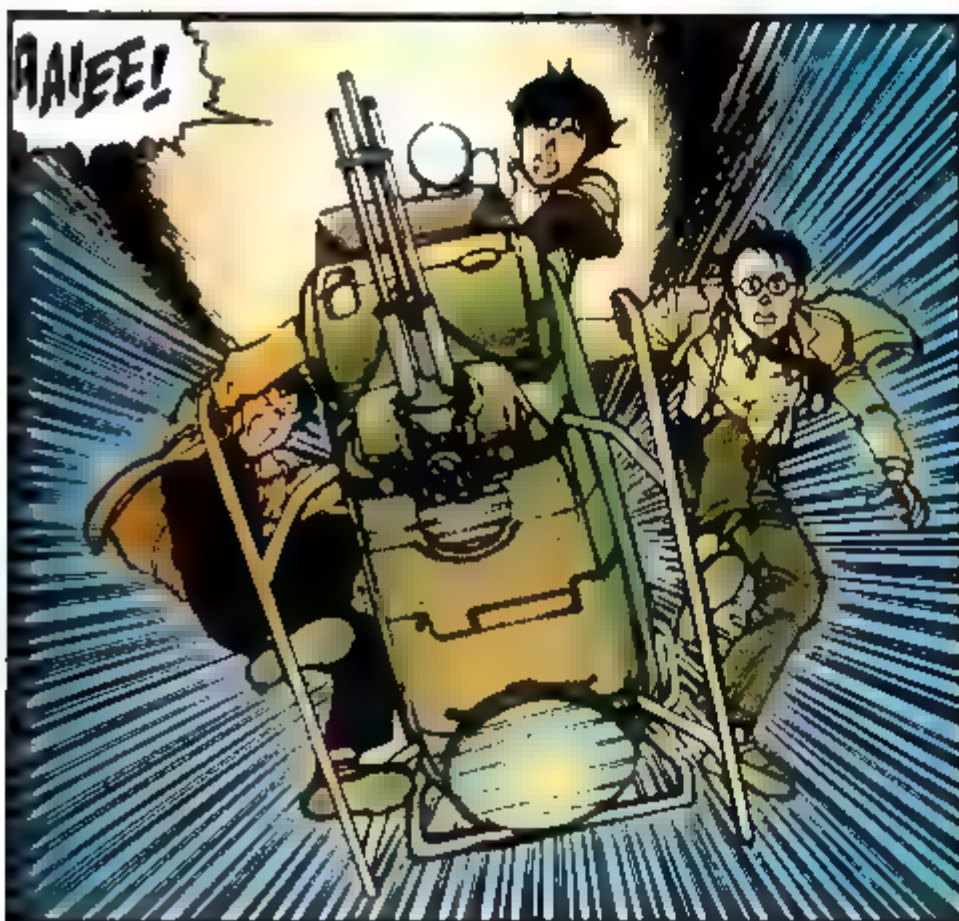
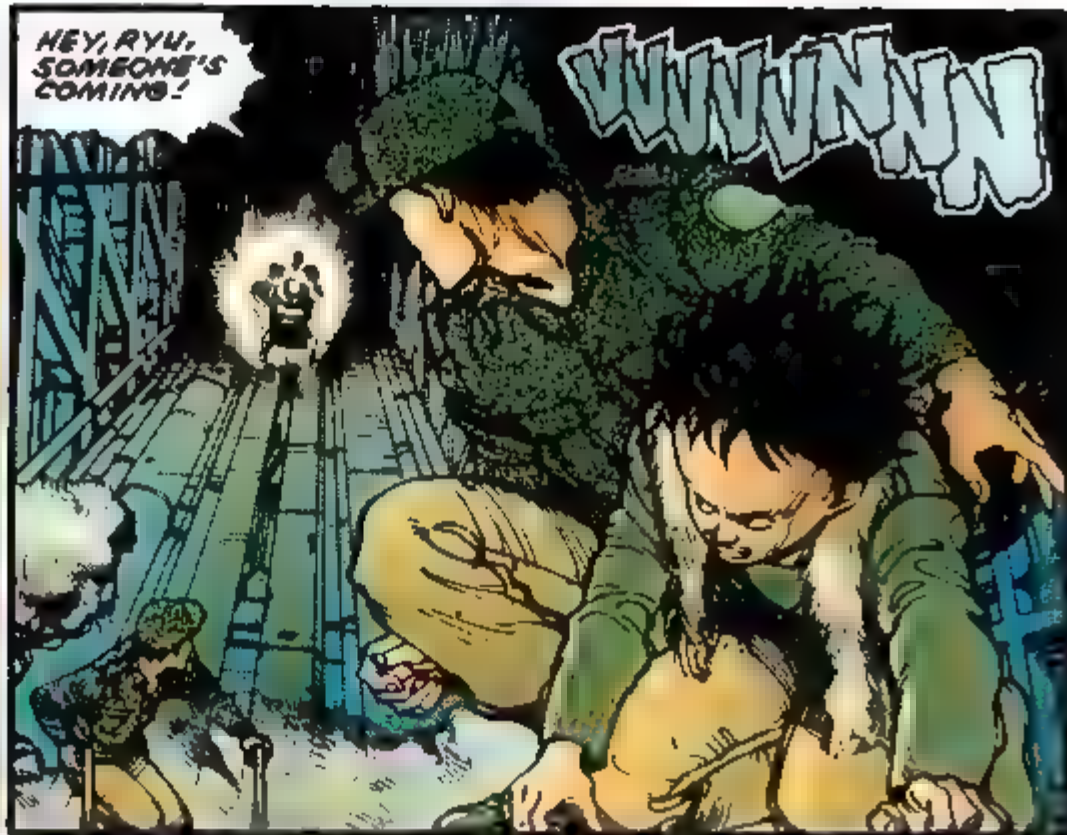


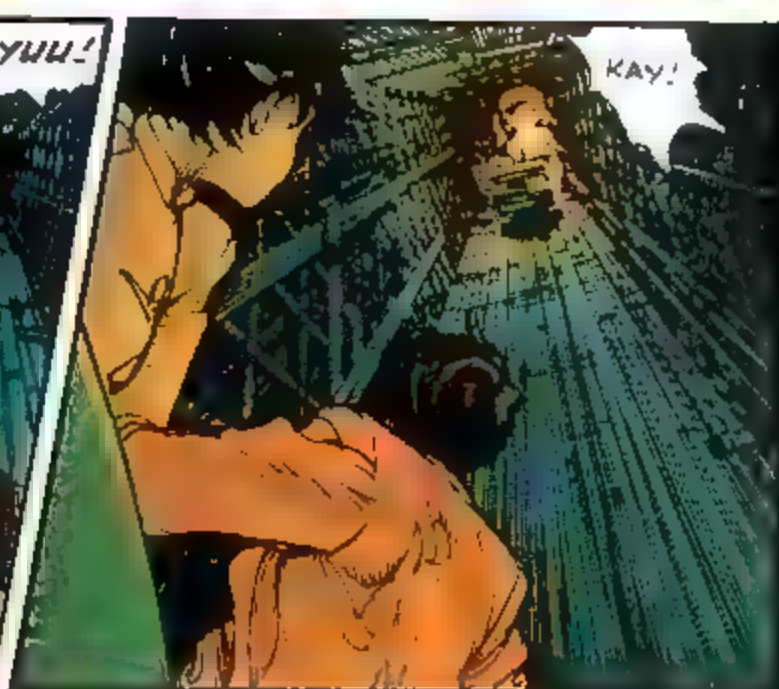
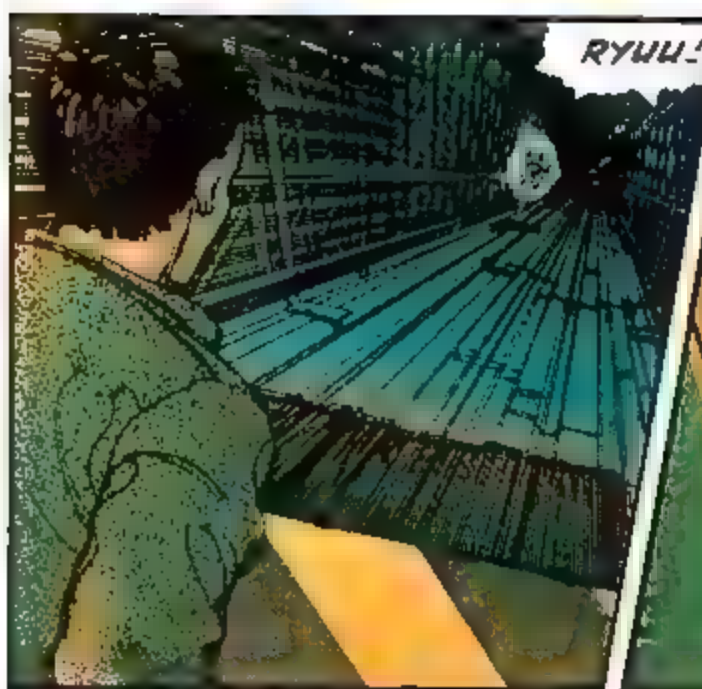












TURN
THIS
THING
AROUND!

ARE YOU CRAZY?
I DON'T EVEN
KNOW HOW TO
STOP IT!



THAT... THAT
LOOKED LIKE
KANEDA. WHAT
WOULD
KANEDA BE
DOING
HERE?



HUHH?



NUMBER 41,
YOU MUST
LISTEN TO
ME!

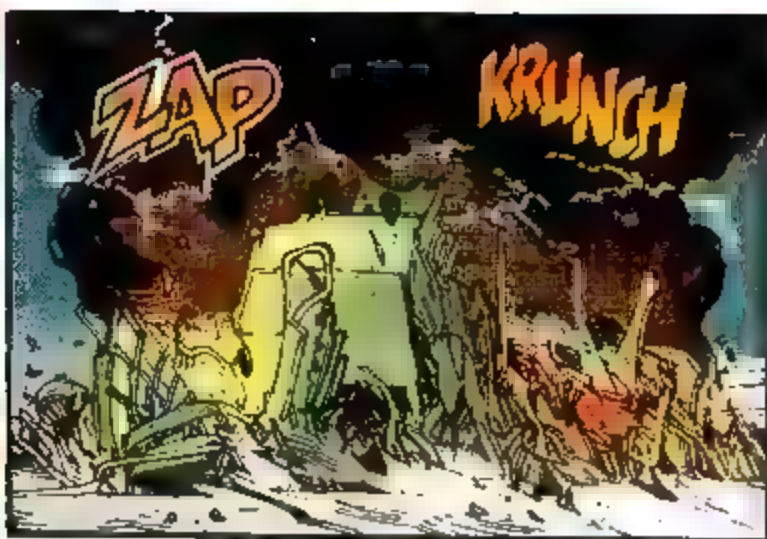


SCREW
THAT.

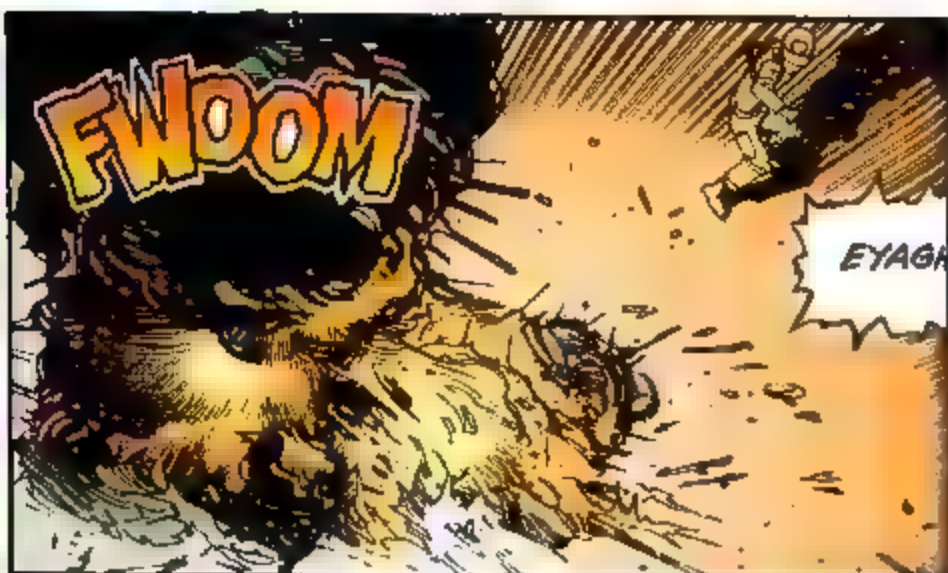


ZAP

KRUNCH



FWOOM



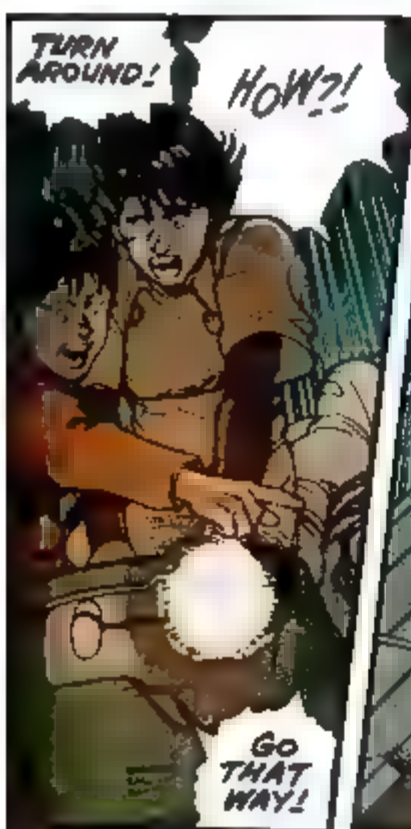
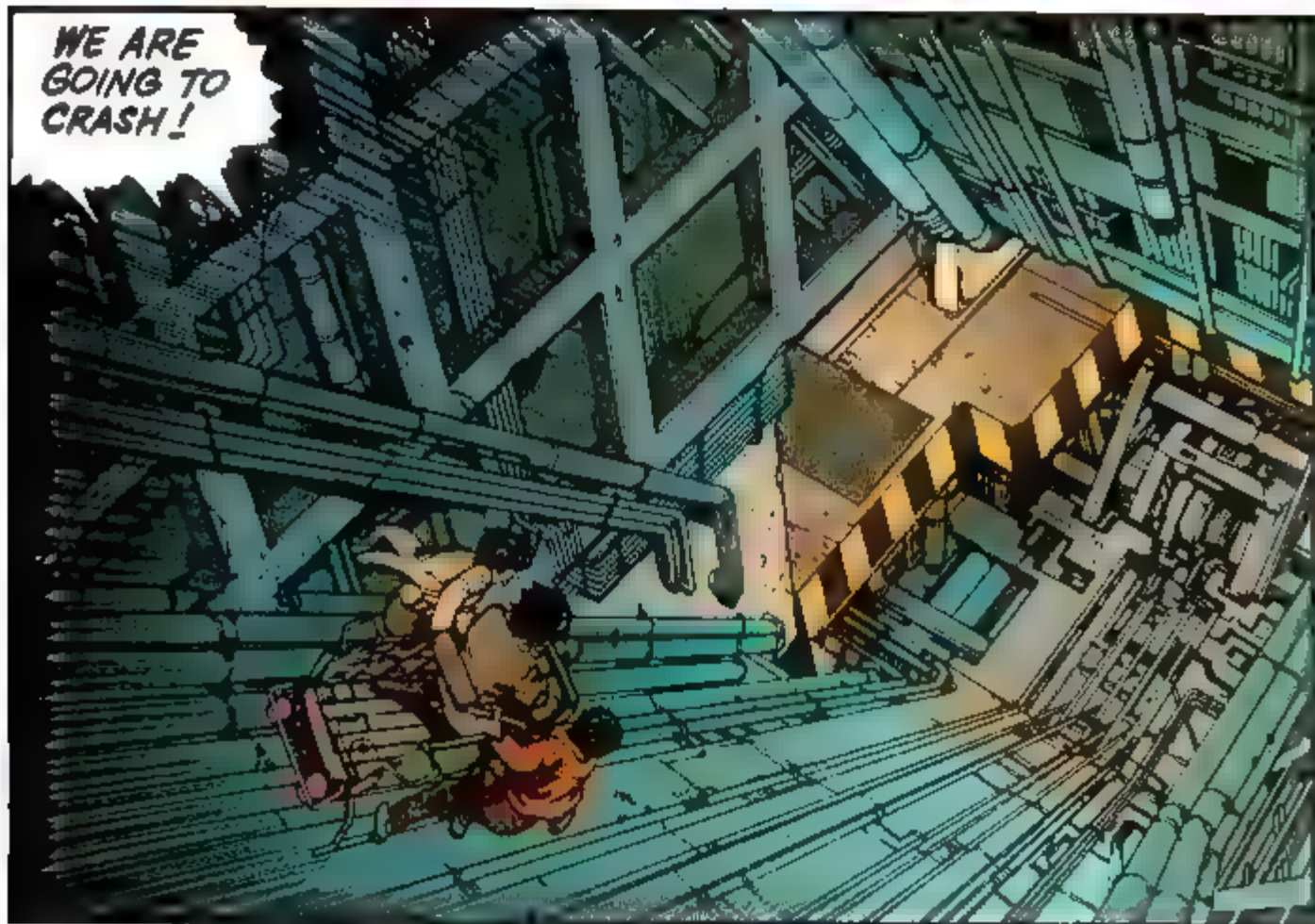
EYAGH

GOONG





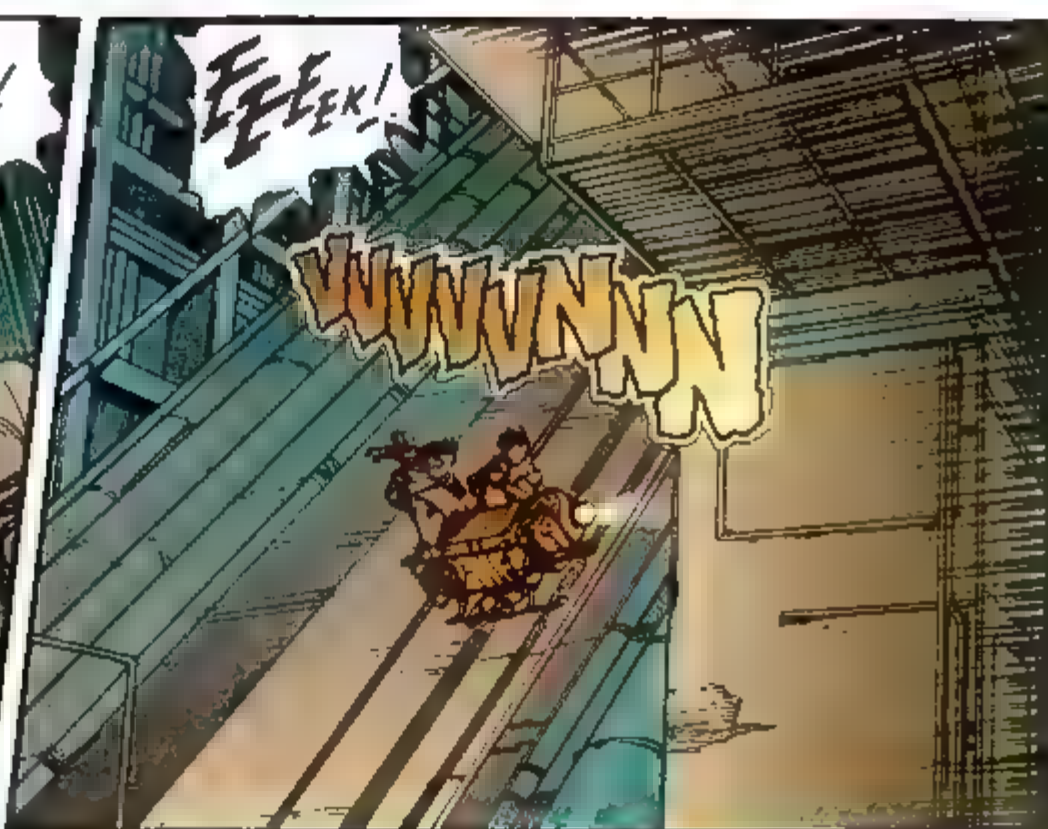
WE ARE
GOING TO
CRASH!



TURN
AROUND!

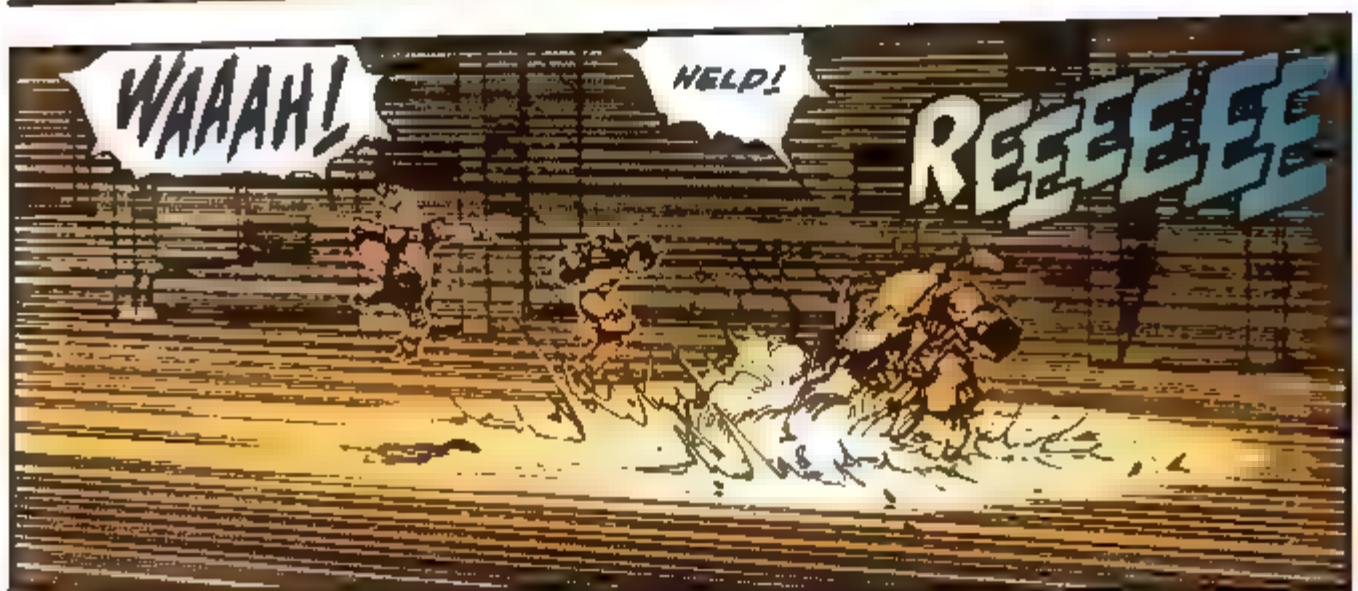
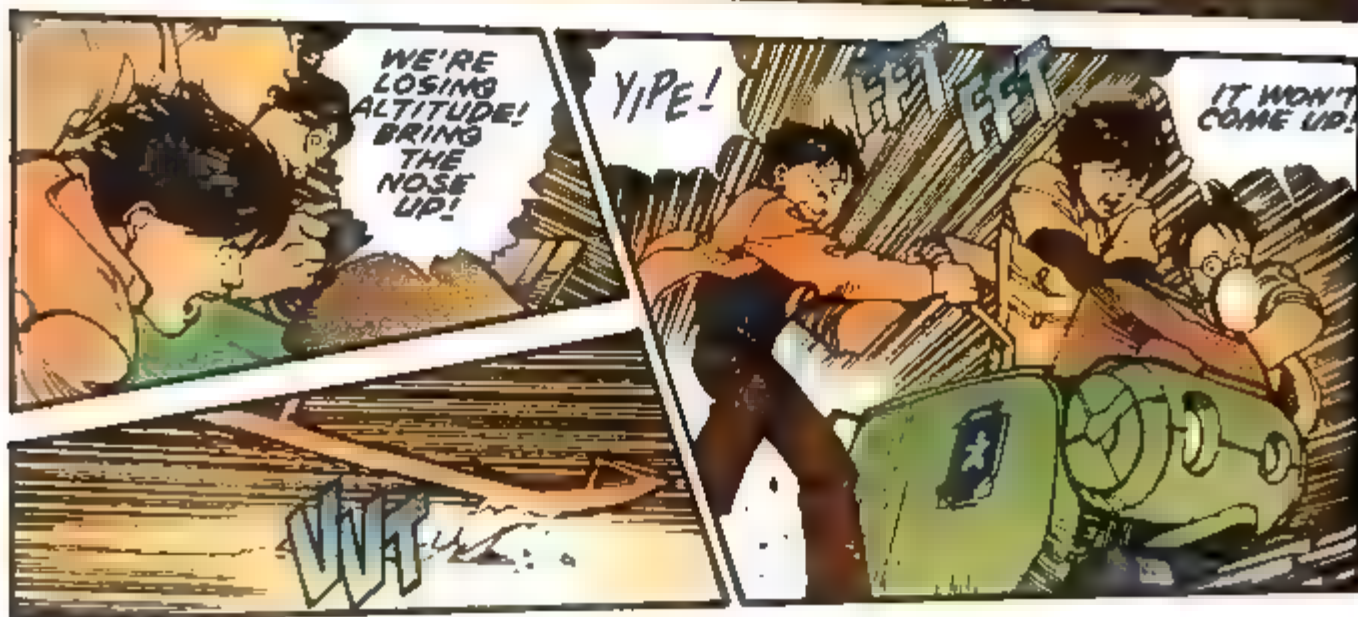
HOW?!

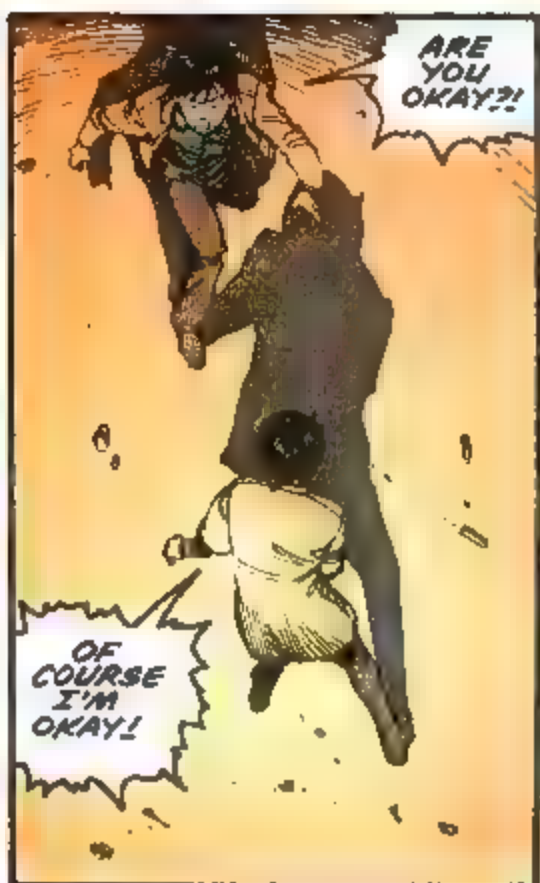
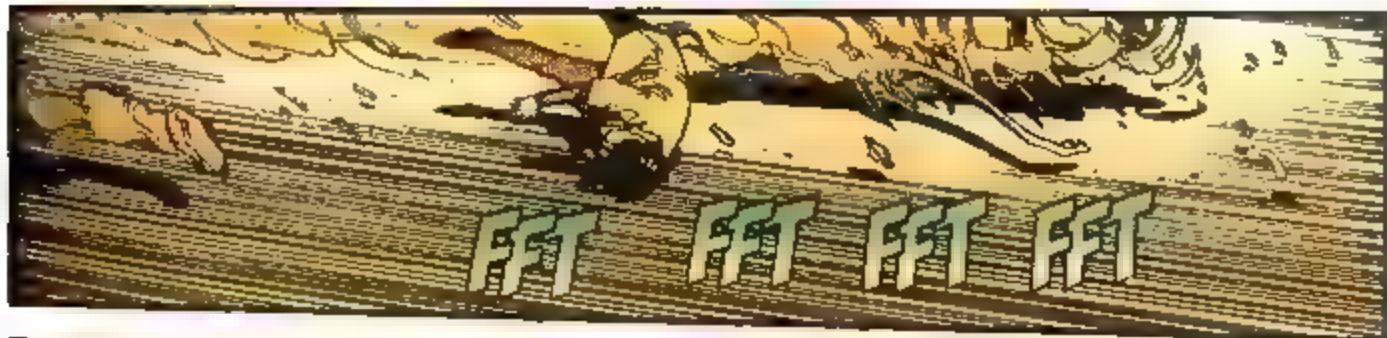
GO
THAT
WAY!

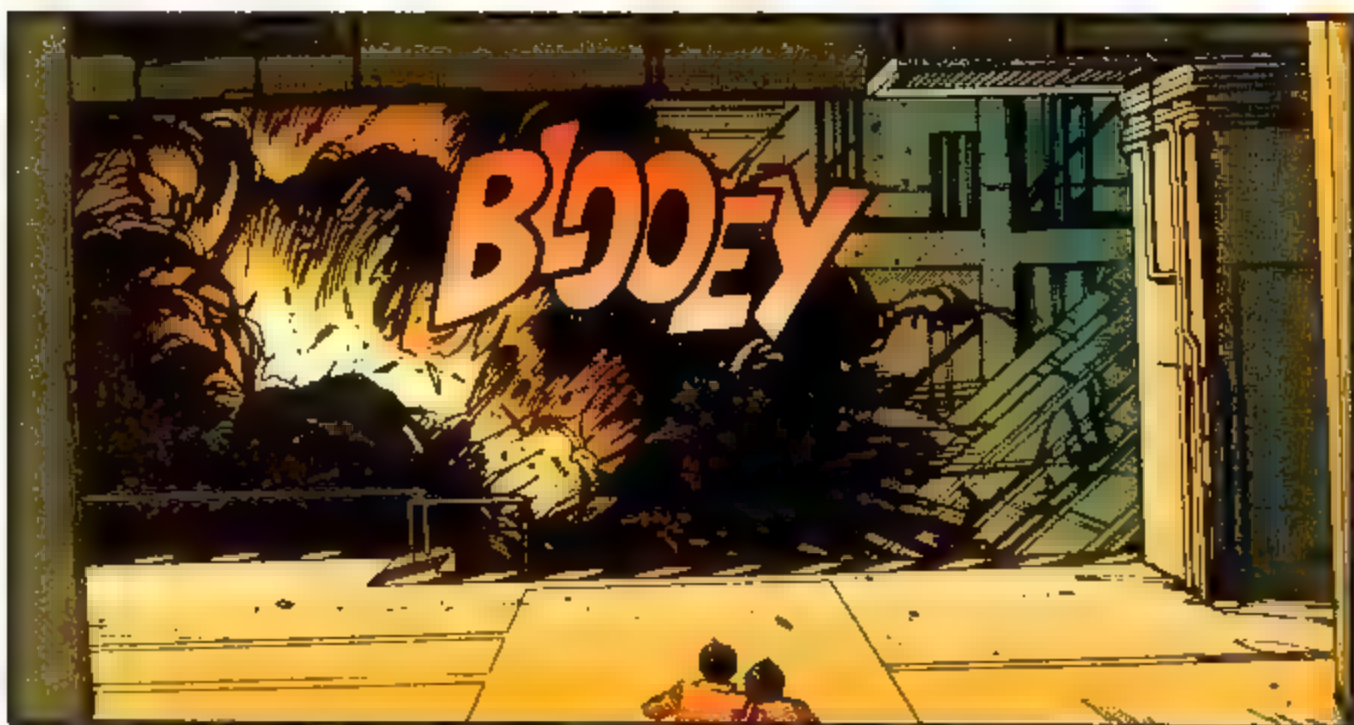


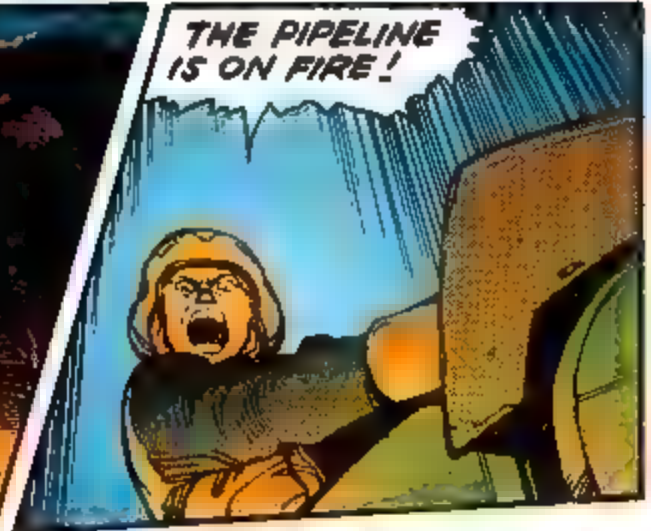
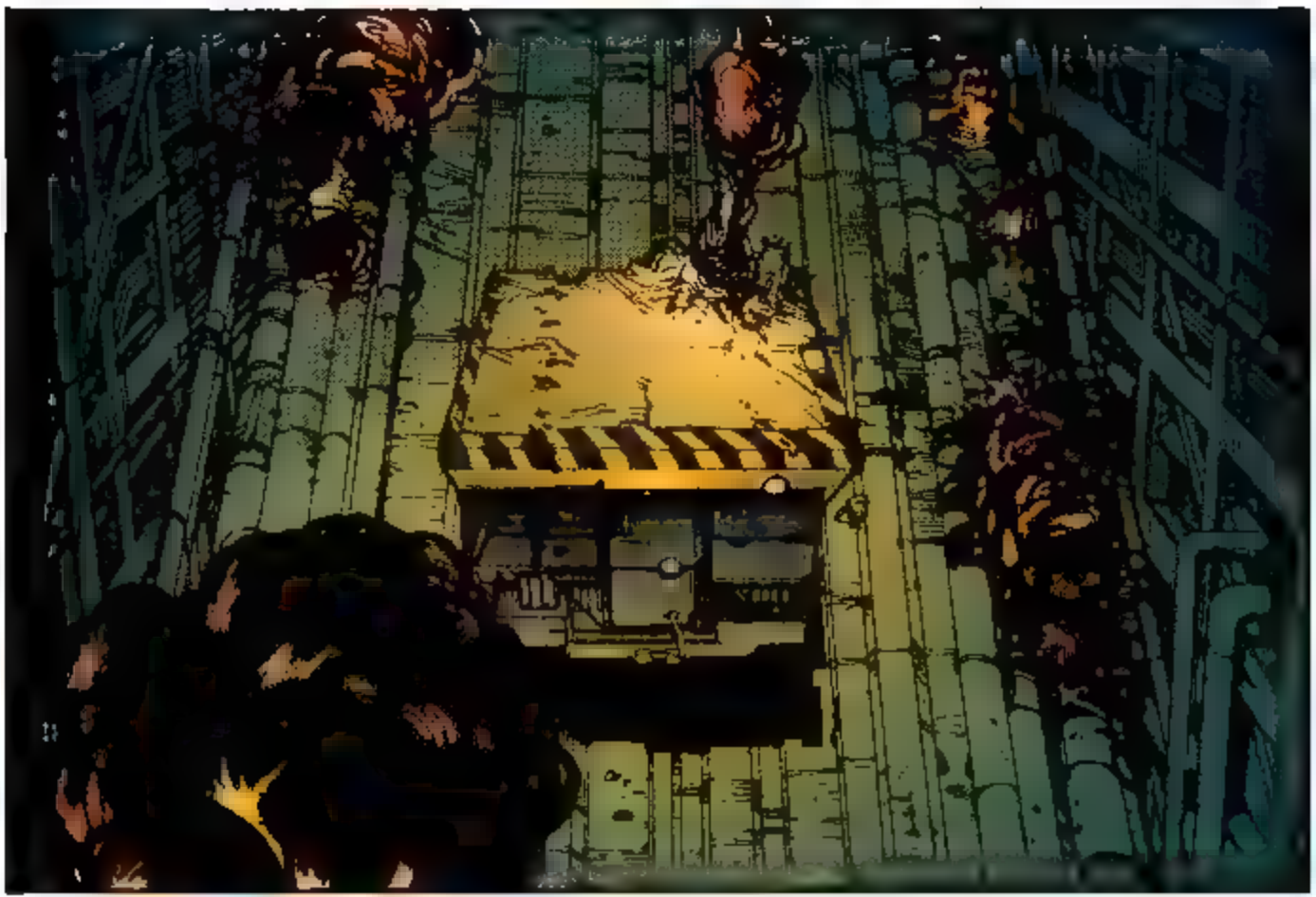
EEK!

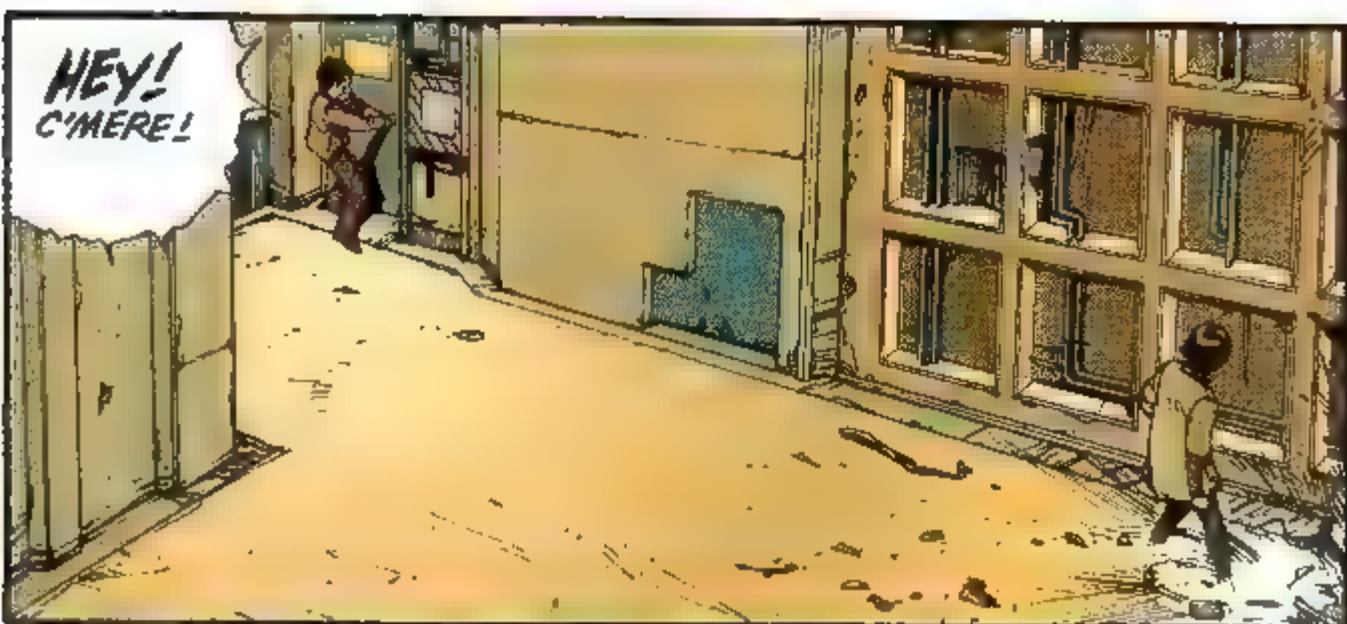
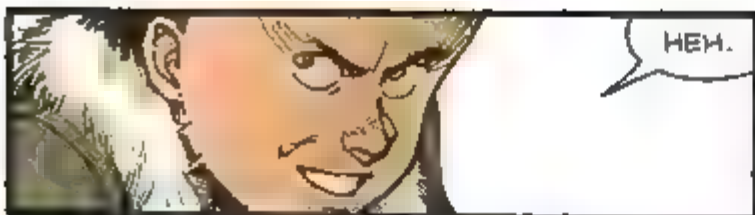
WUUNNN

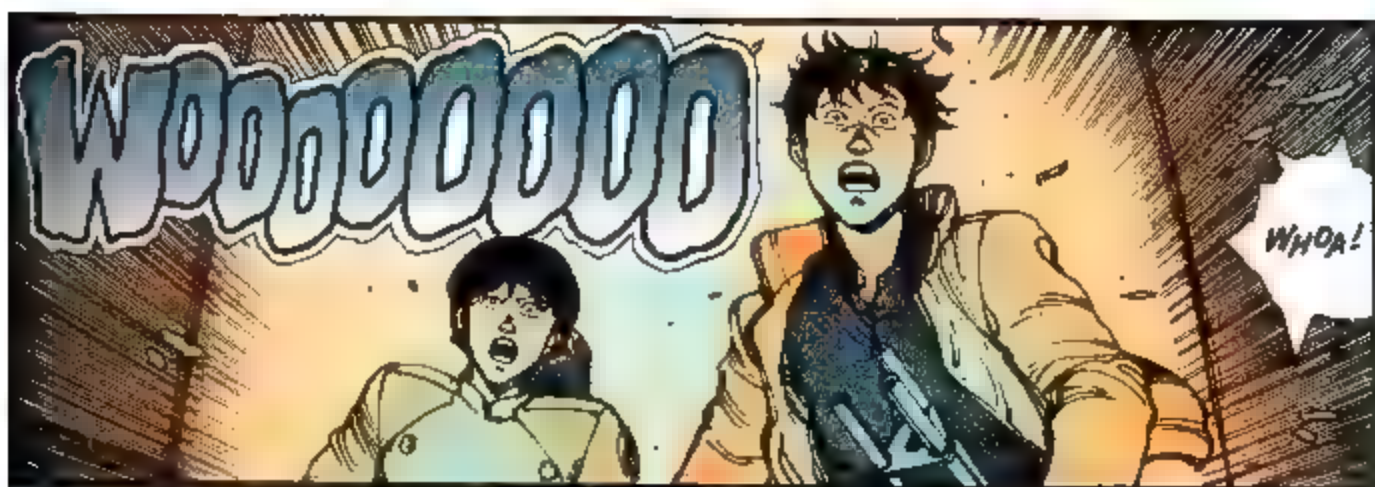


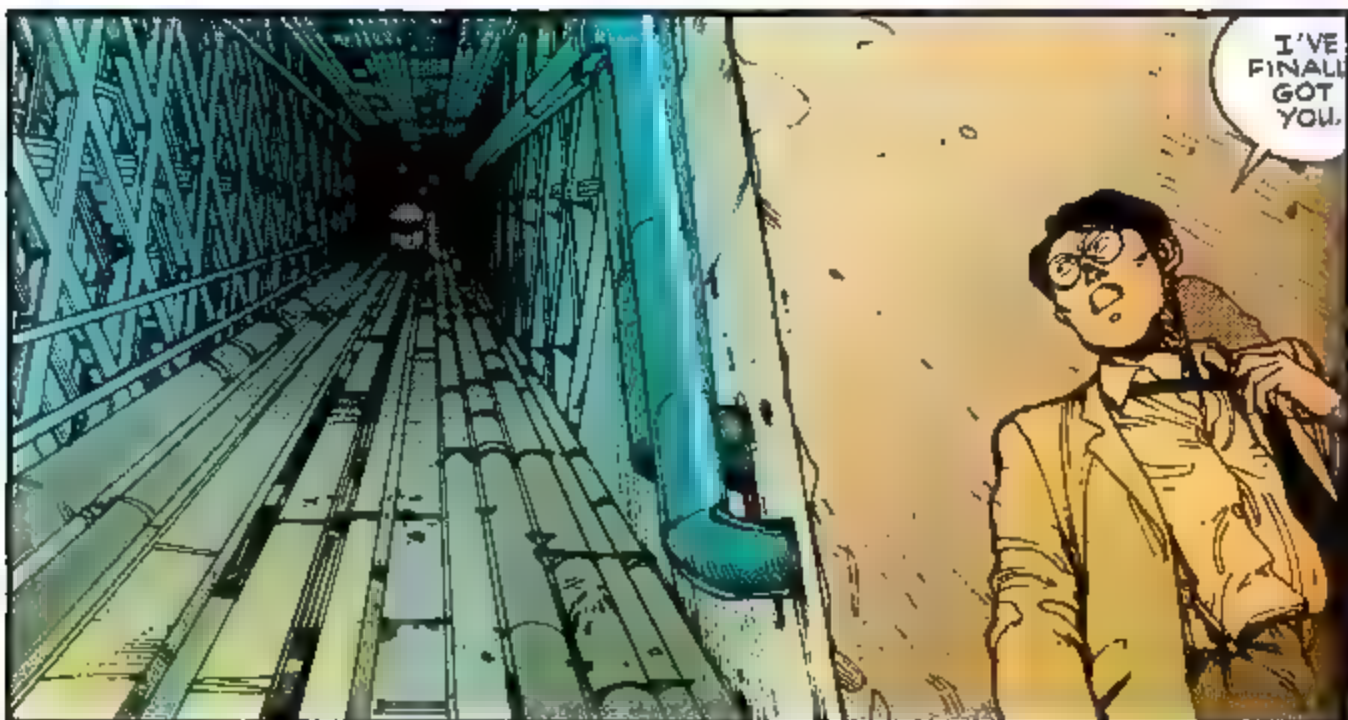
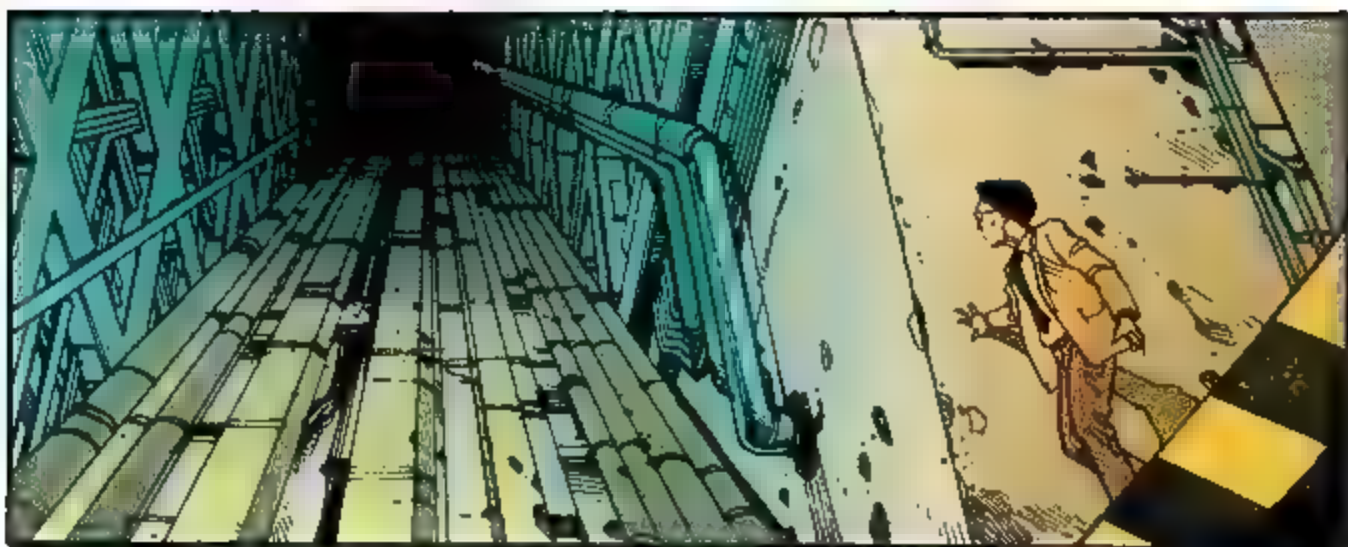


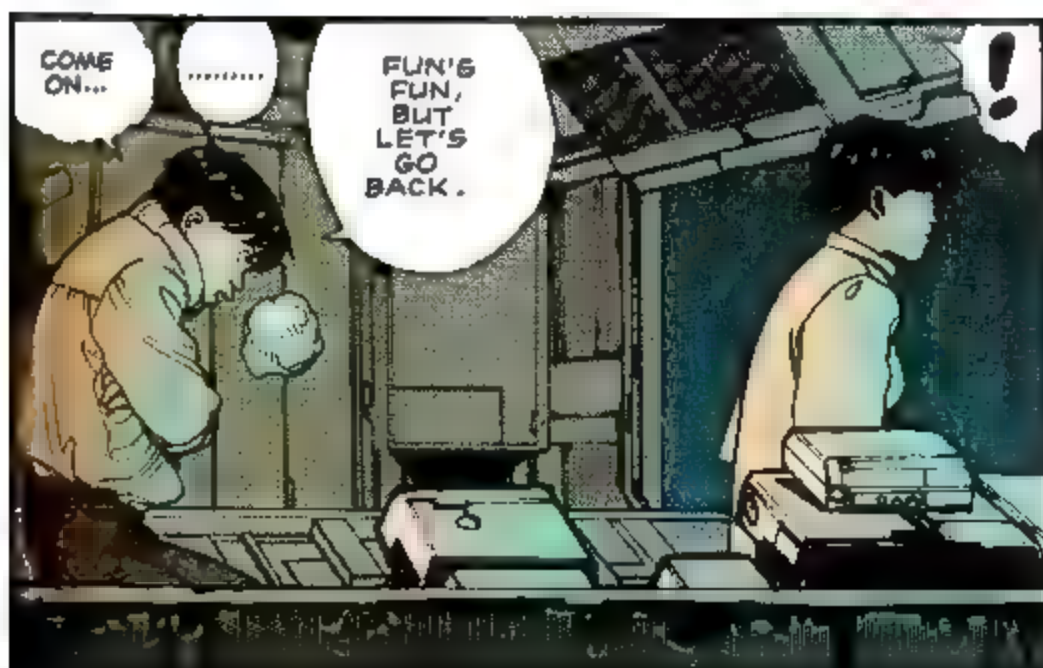


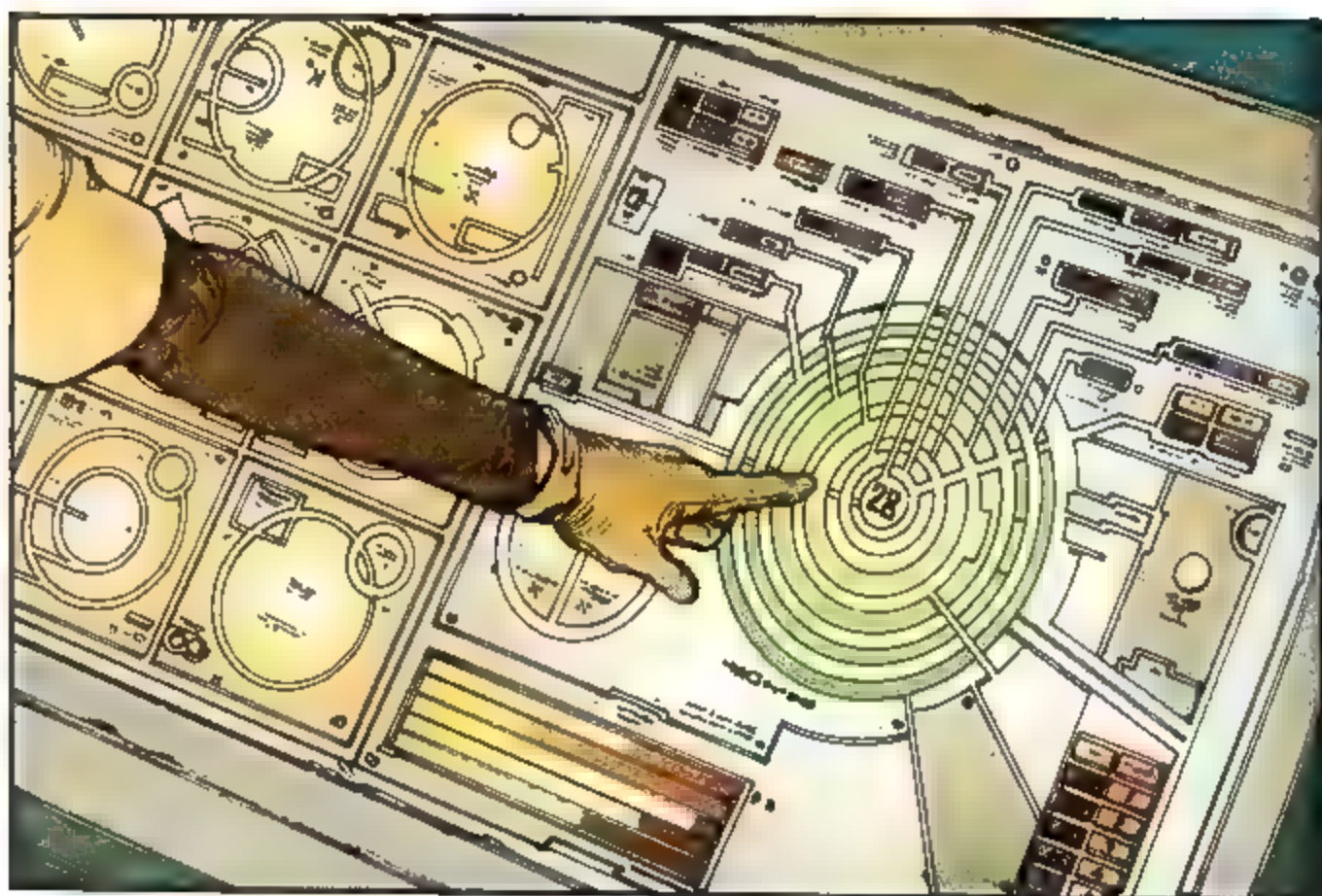


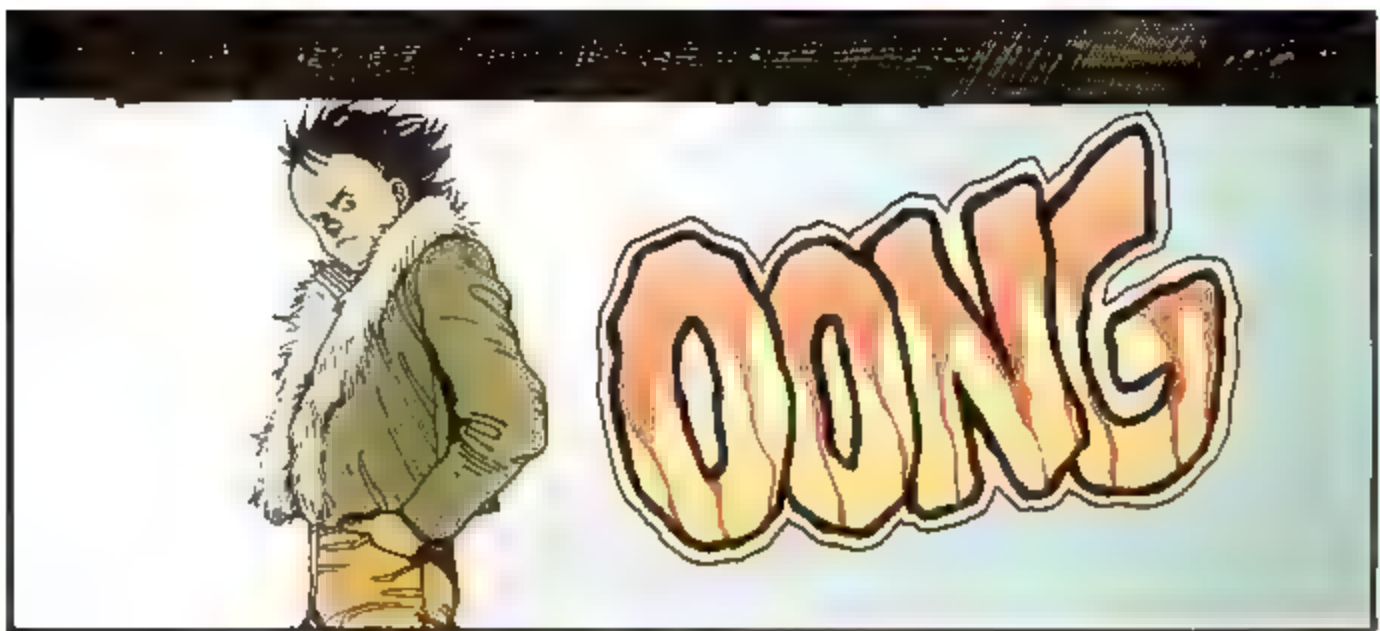
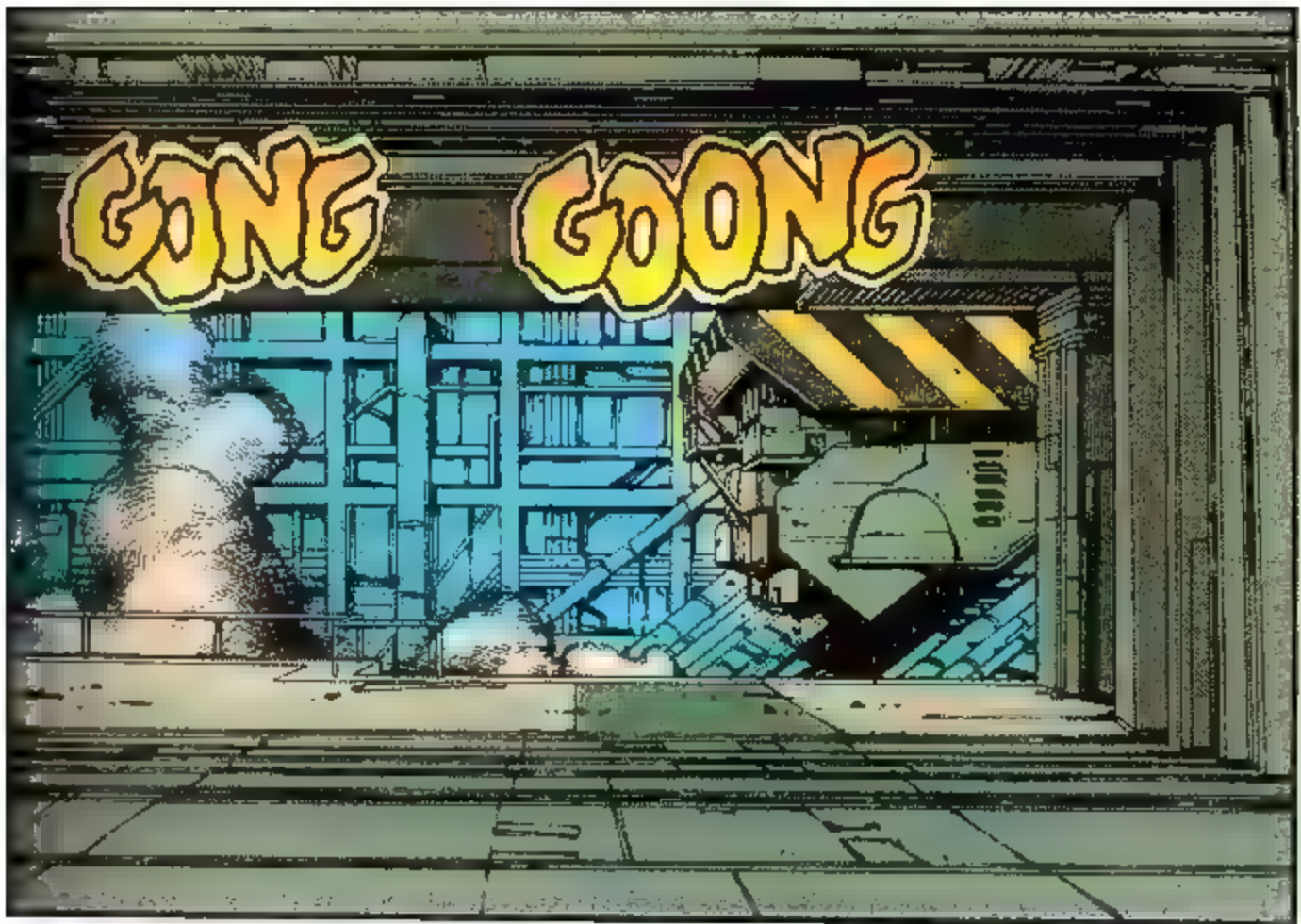


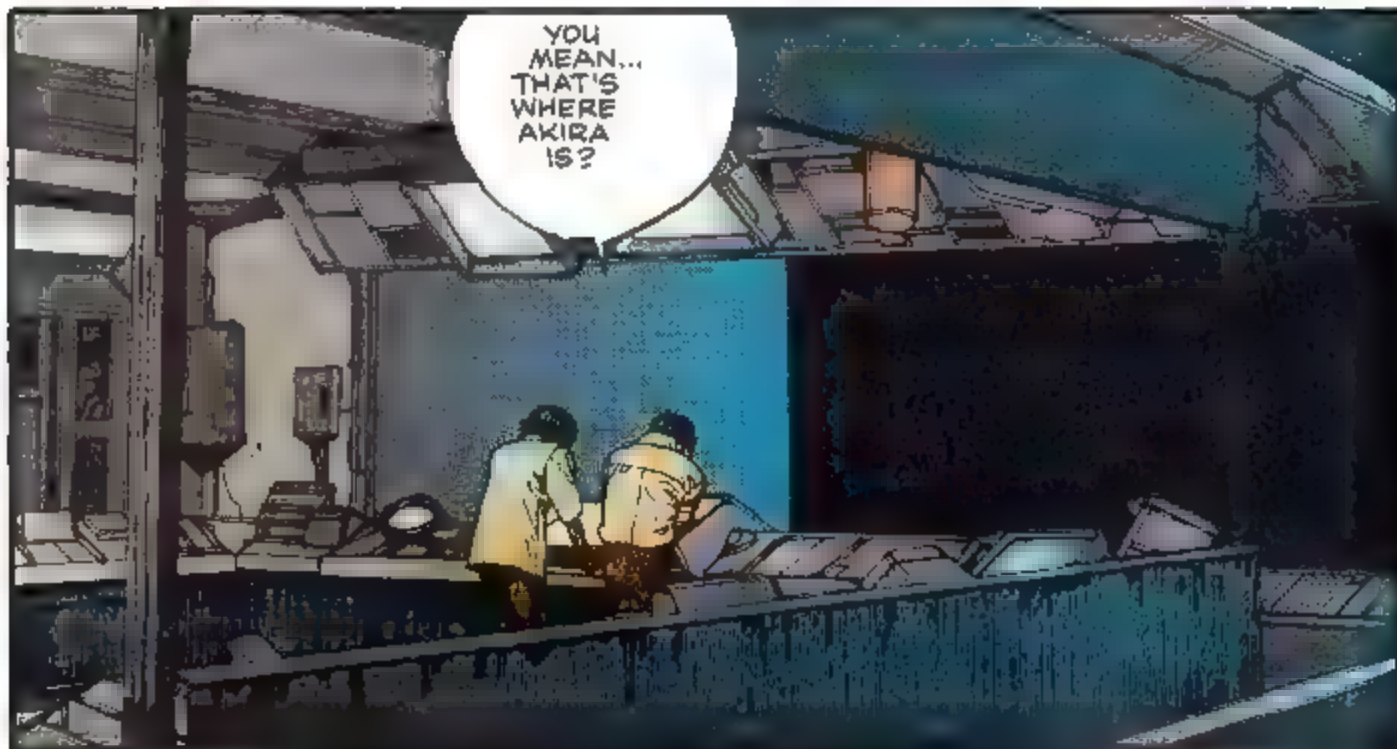












YOU
MEAN...
THAT'S
WHERE
AKIRA
IS?



EXACTLY! JUST
LIKE THAT LITTLE
GIRL TOLD US!

.....



EXCUSE ME FOR
ASKING, BUT... JUST
WHAT THE HELL IS
THIS "AKIRA",
ANYWAY?



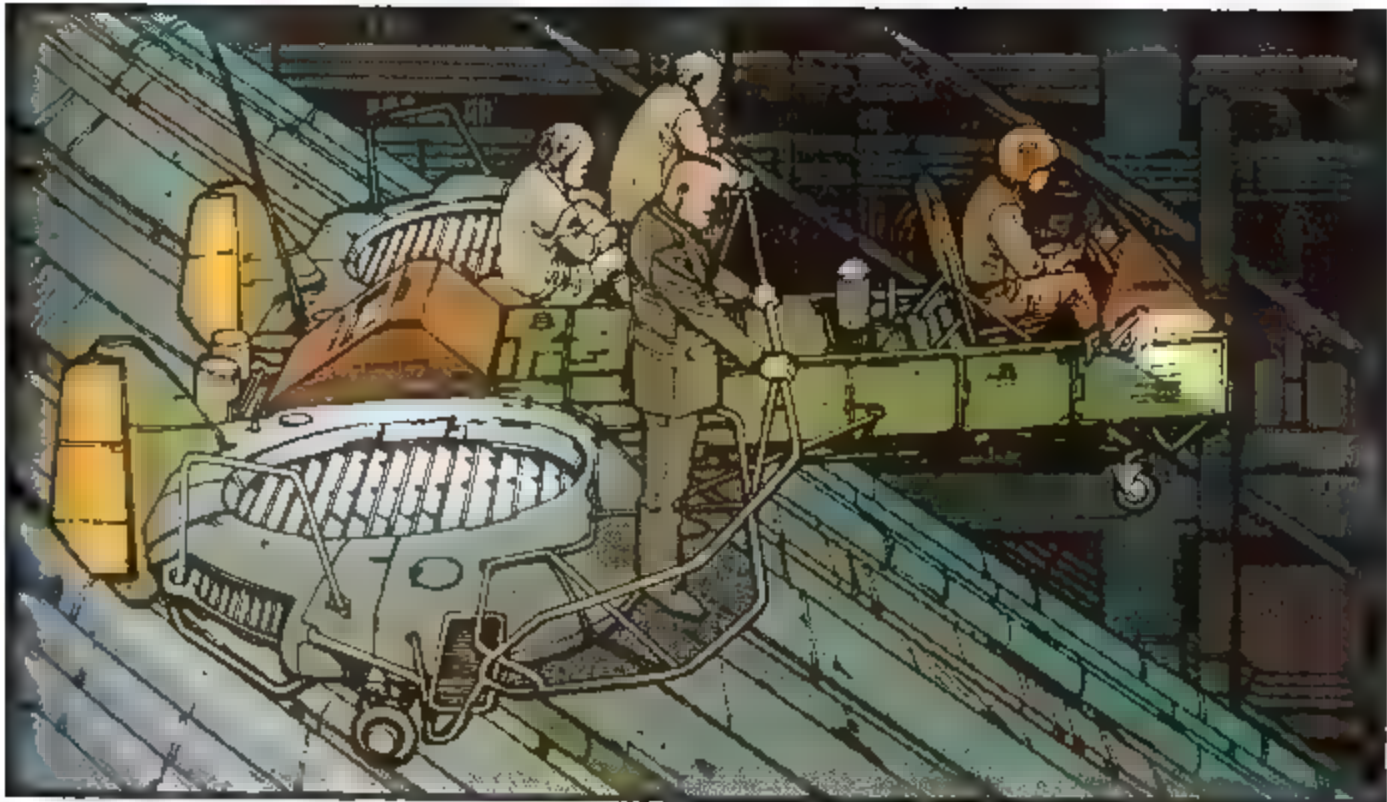
THAT'S WHAT
WE'RE HERE TO
FIND OUT.



THIS
SET
UP
LOOKS
LIKE
A
MAZE.

WITH
LUCK,
WE
MIGHT
FIND
AKIRA...

...BUT WE
COULD ALSO WIND UP
FACE TO FACE WITH
THAT STUPID COLONEL
AGAIN.



WHILE I'M ALIVE
NO ONE IS TO SHOOT
WITHOUT MY DIRECT
ORDER.



IF I AM
KILLED, OR FOR
ANY REASON YOU
ARE FORCED TO
FIRE...

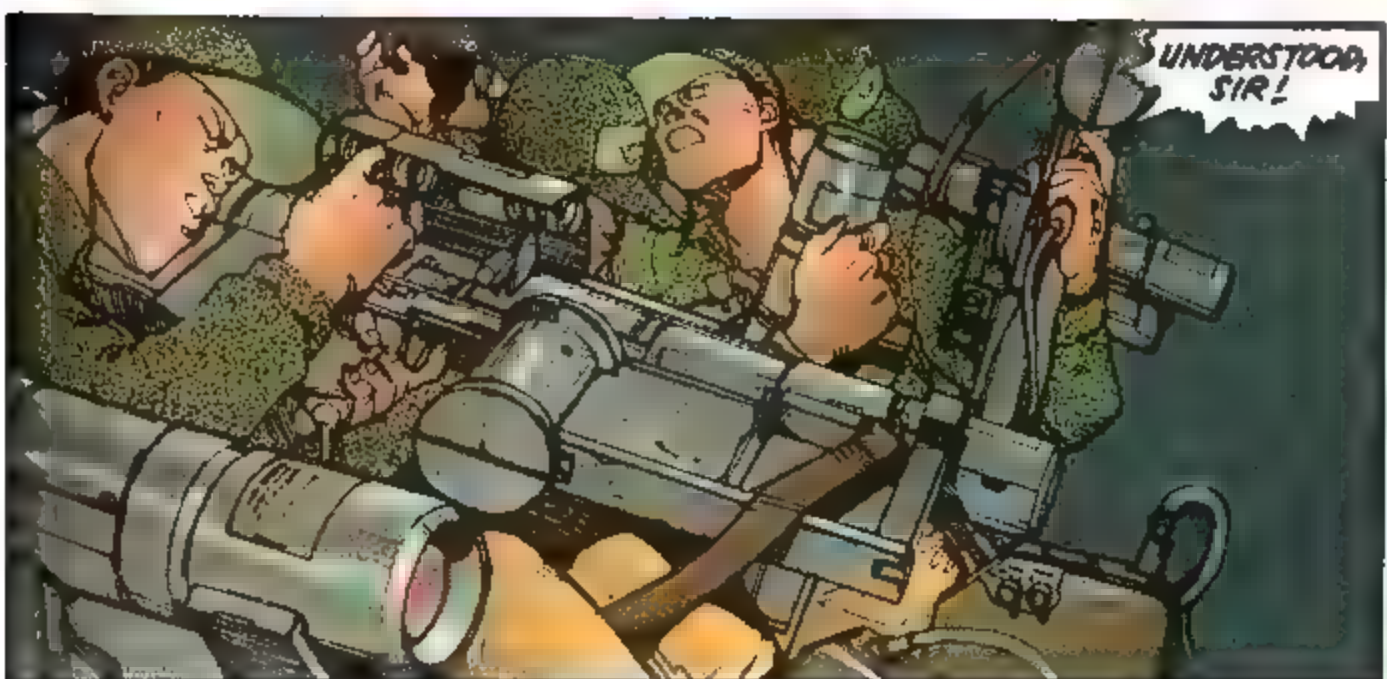


...YOU
MUST
KILL
HIM
WITH
THE
FIRST
SHOT.

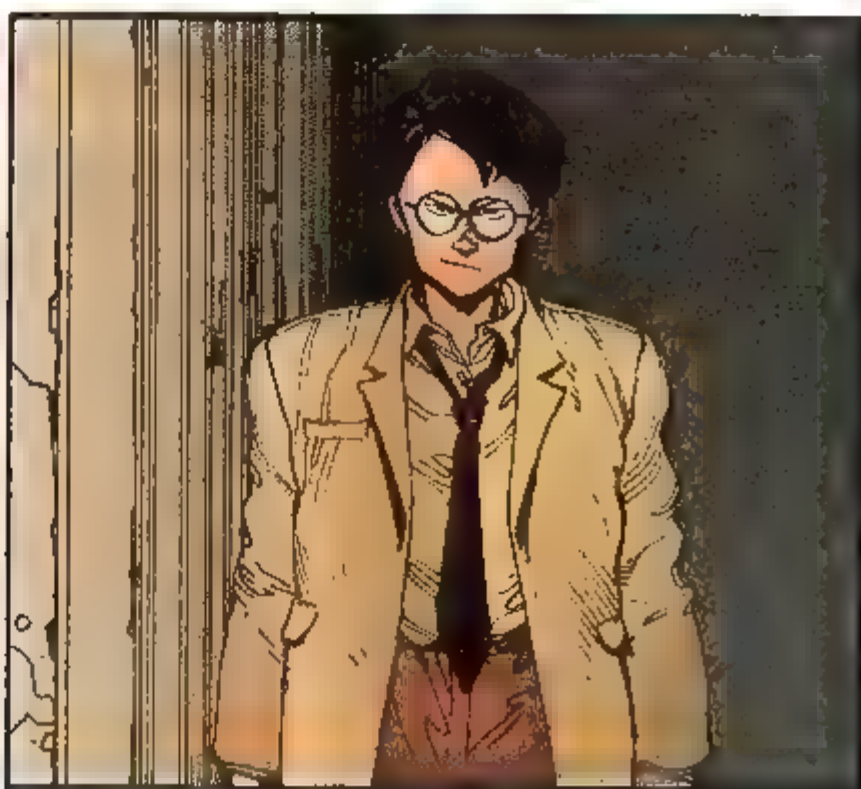
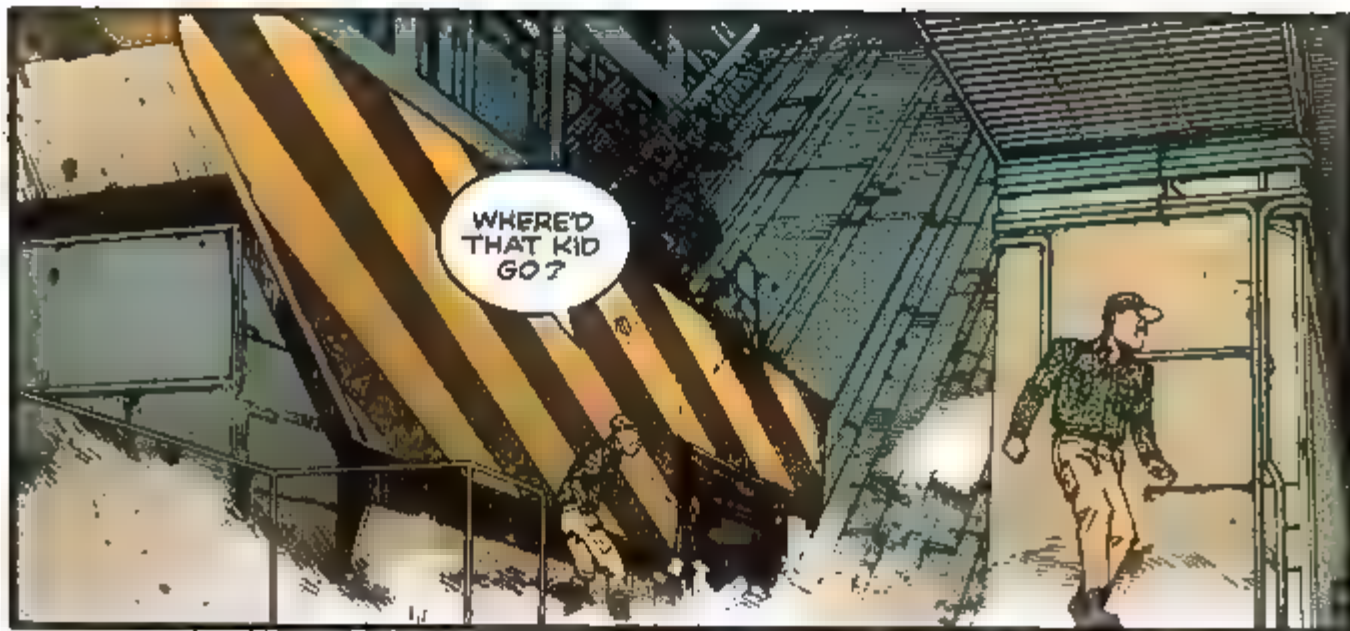
THERE
WILL BE
NO
SECOND
CHANCES
WITH
NUMBER
42.



IS THAT
UNDERSTOOD?



UNDERSTOOD,
SIR!

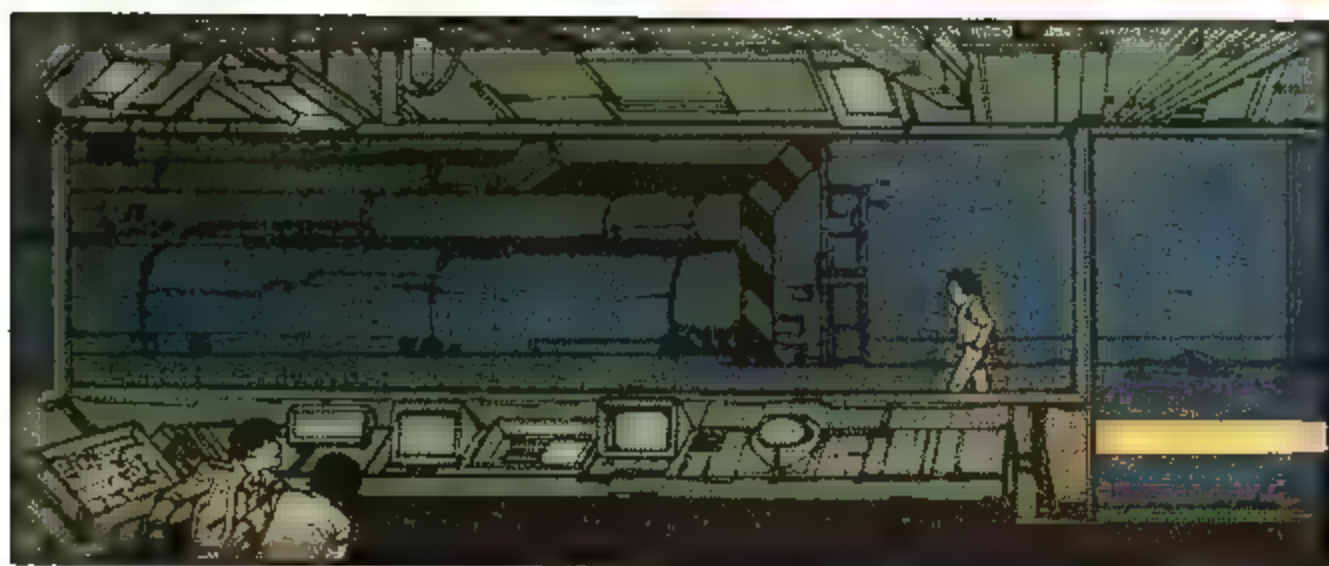
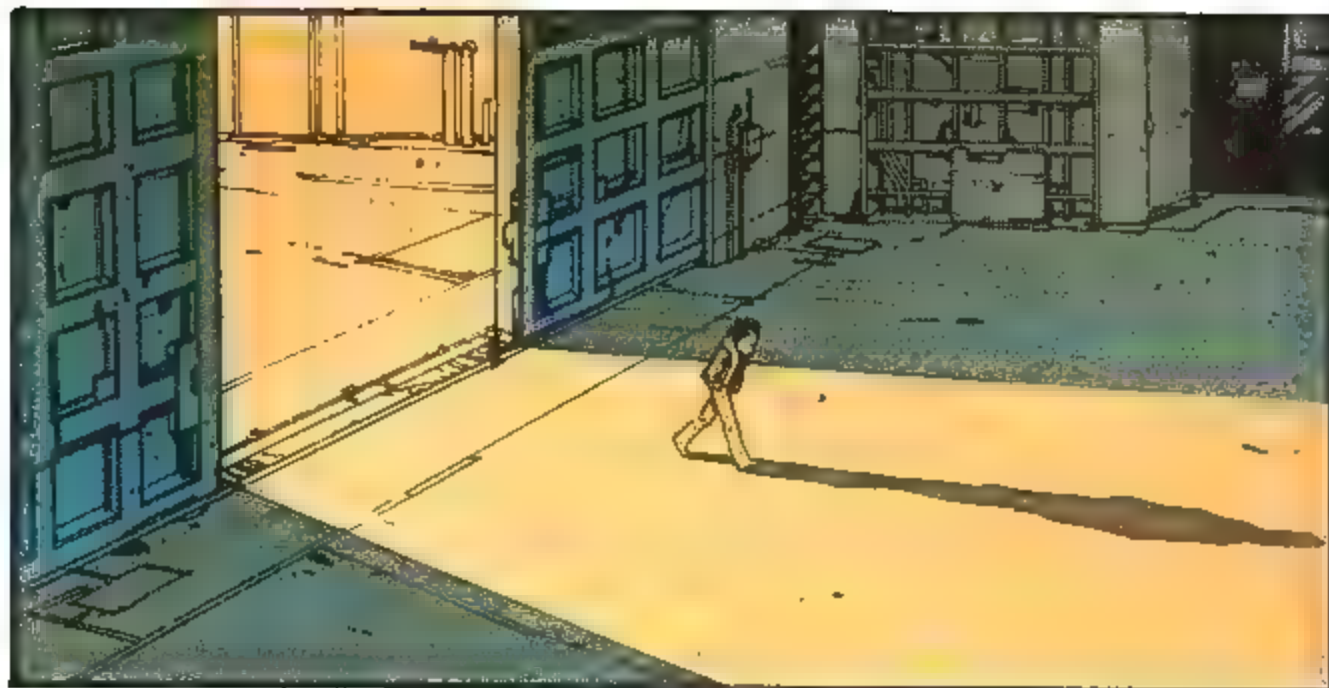


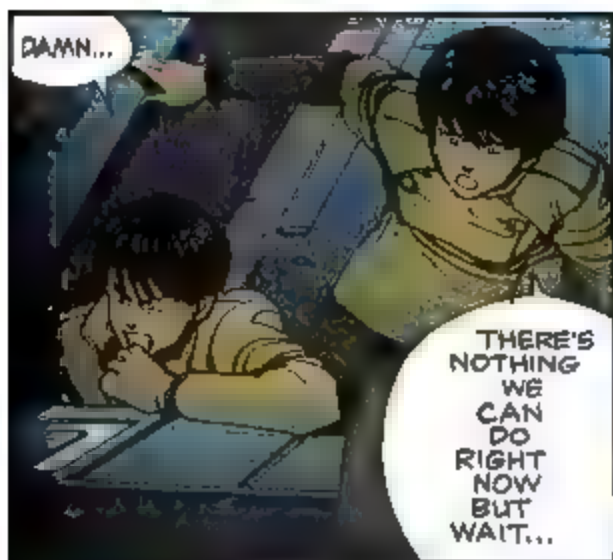
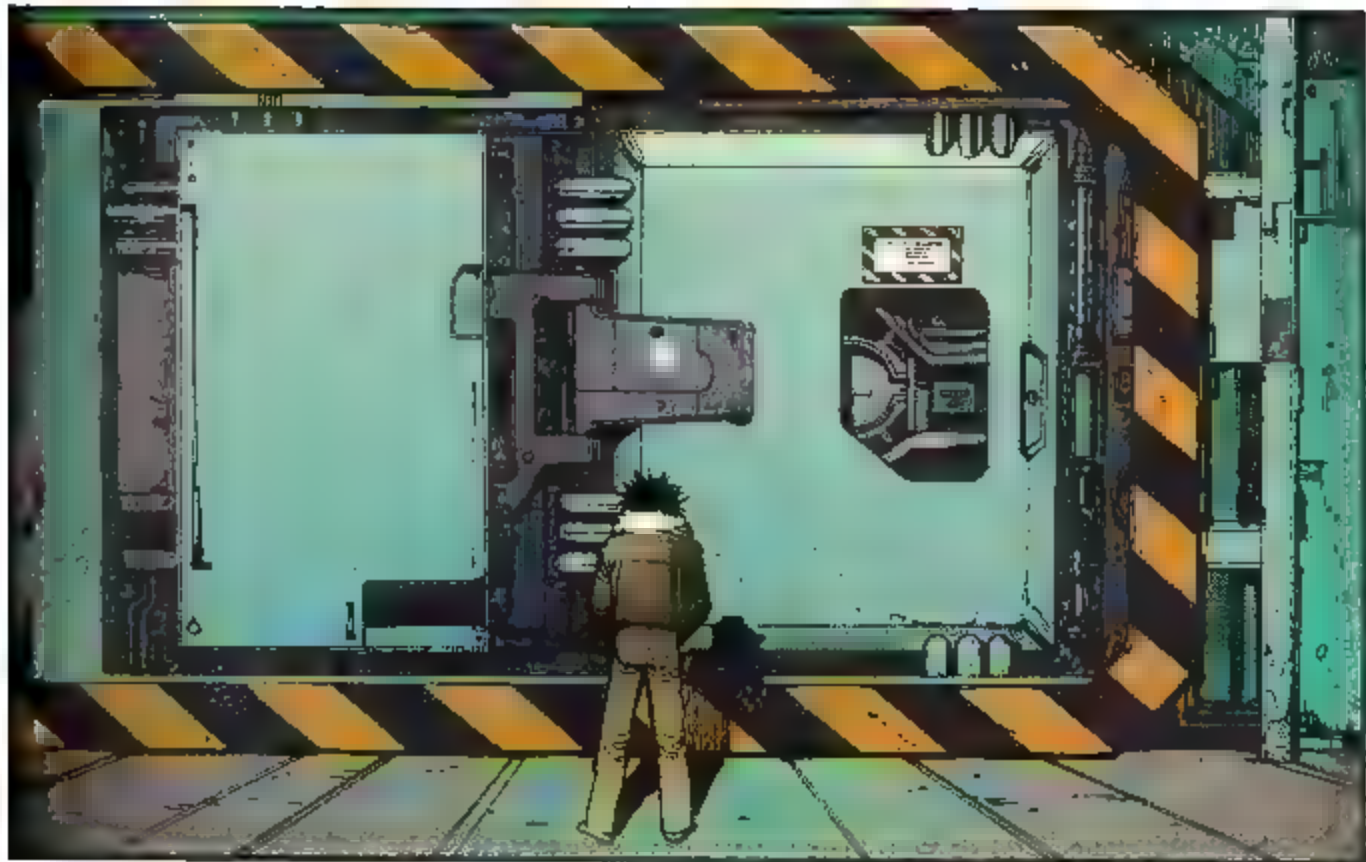
GONG

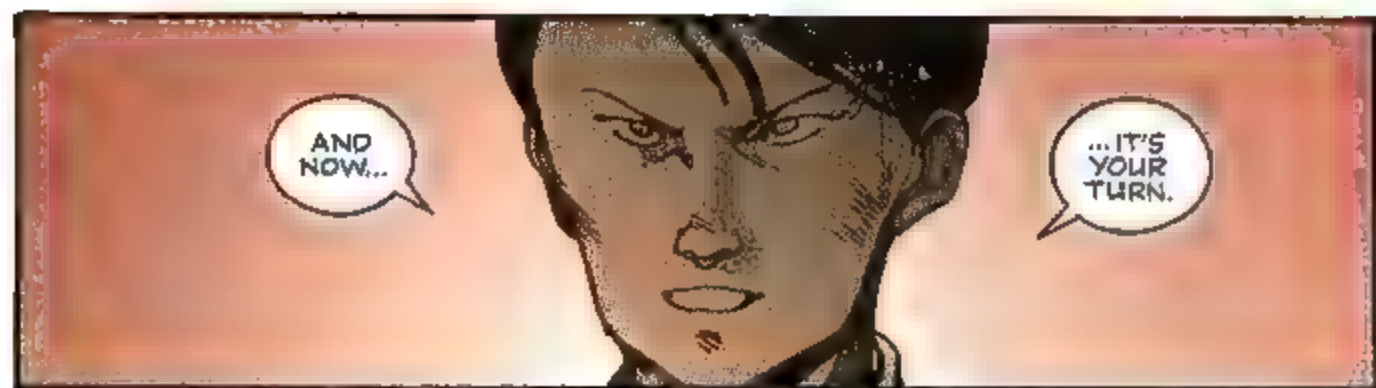
ONG

HUNH?!

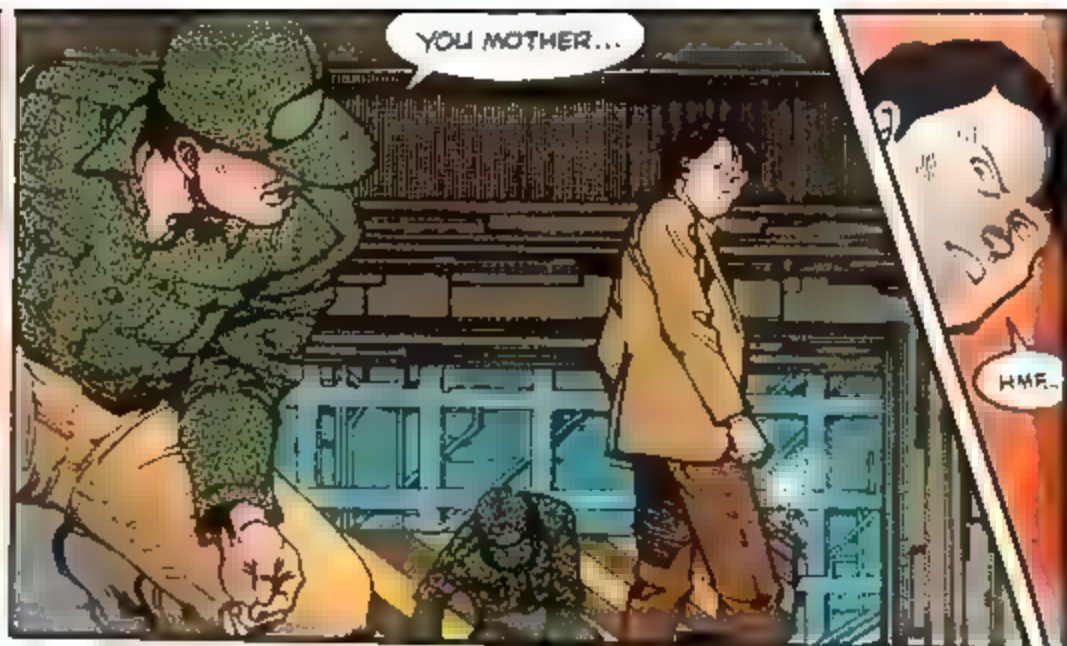


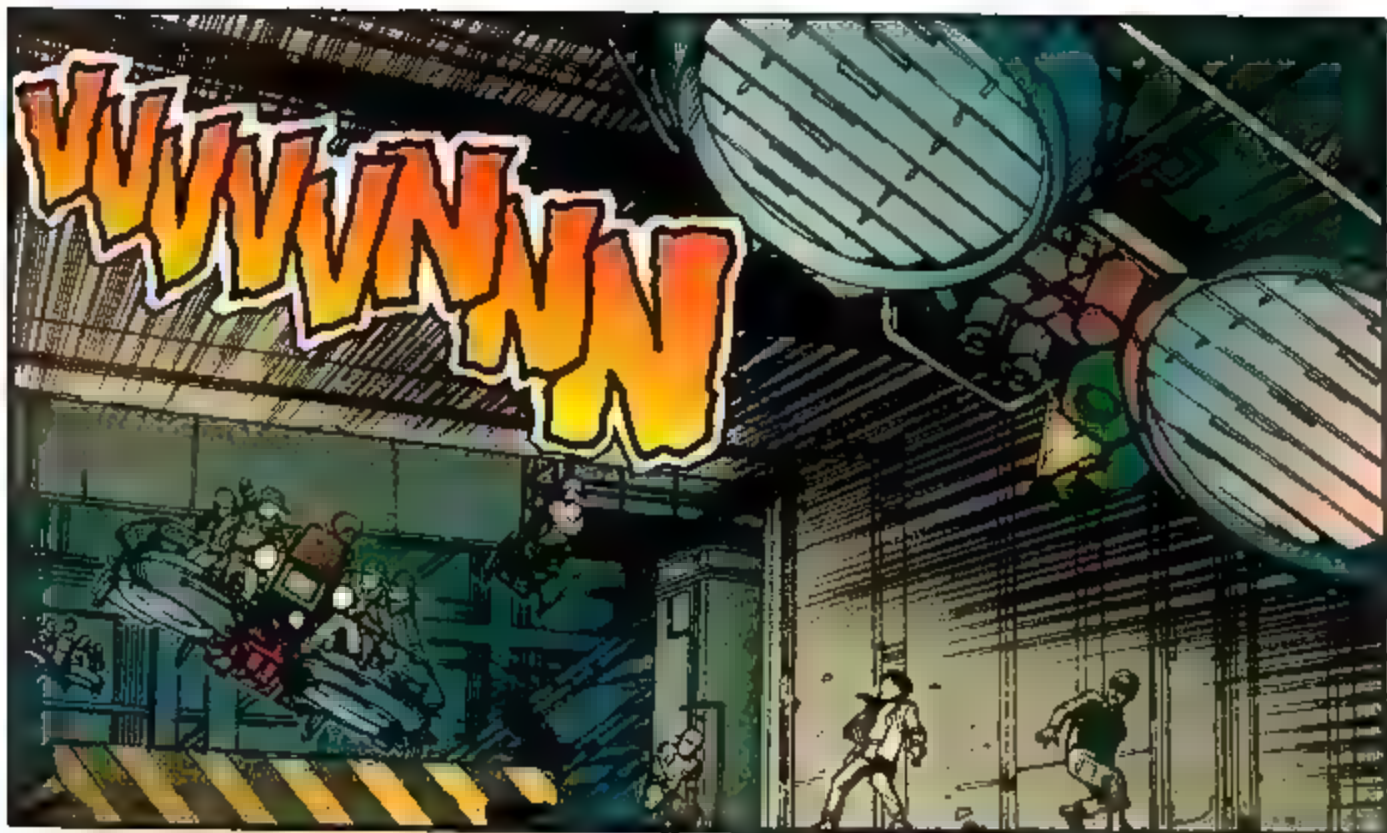






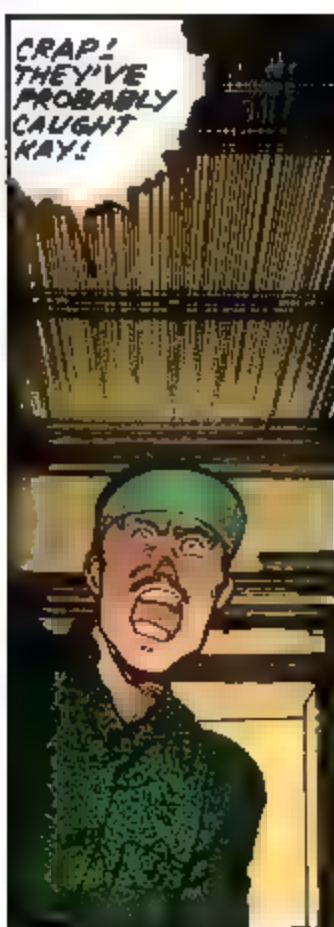






COLONEL, I
THINK THOSE
MEN ARE--!

FORGET
THEM!



CRAP!
THEY'VE
PROBABLY
CAUGHT
KAY!



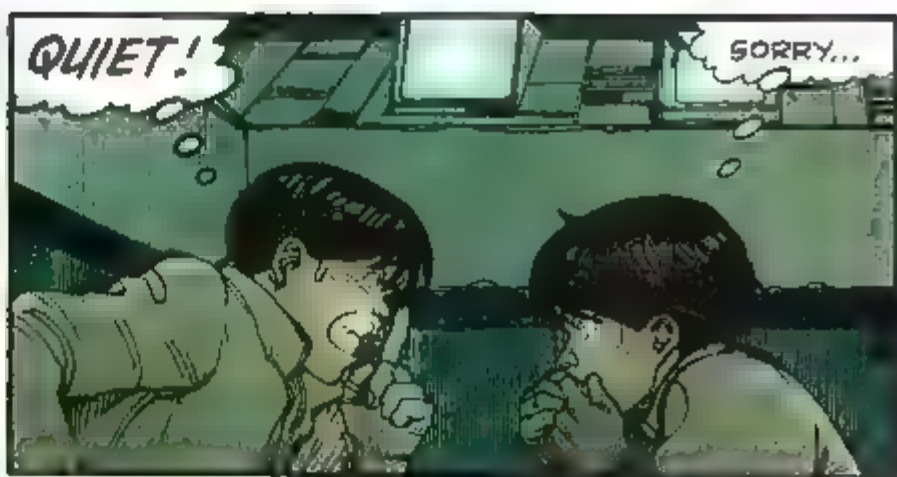
GO AND
FIND HER,
RYU! I CAN
HANDLE
THIS!



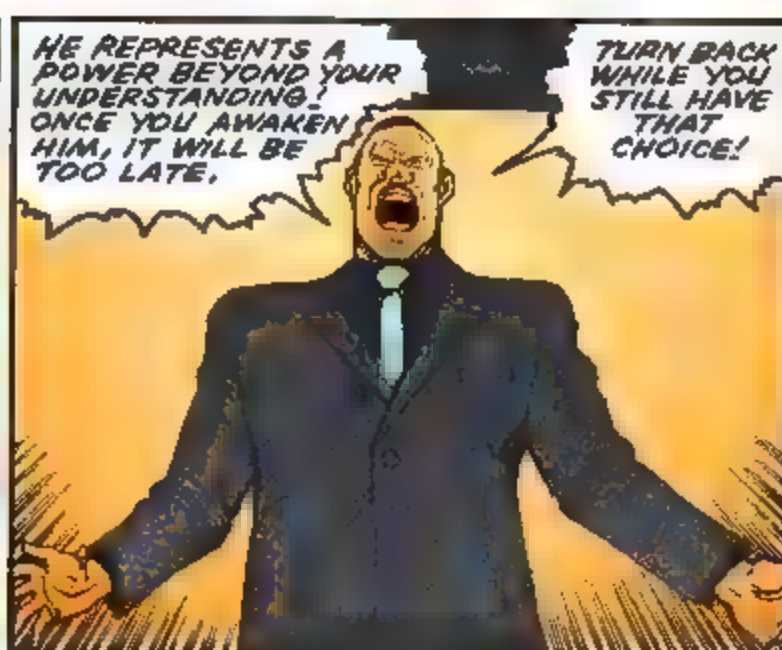
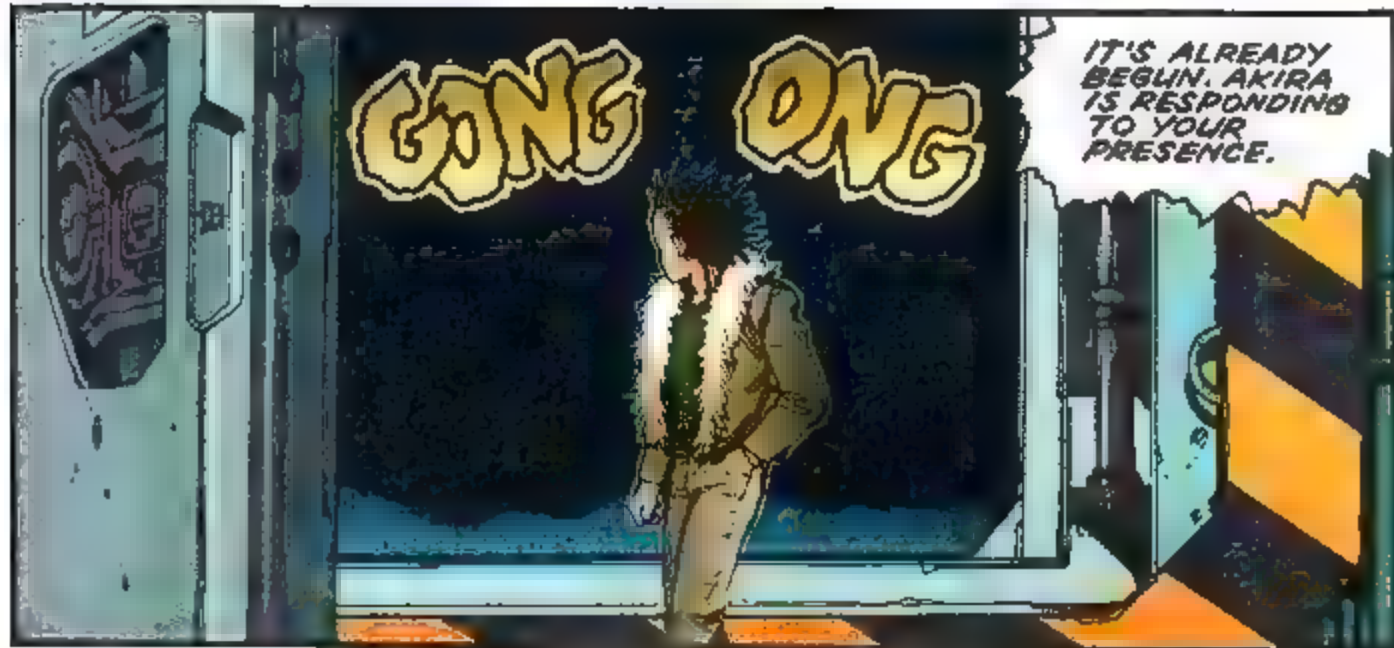
RIGHT!

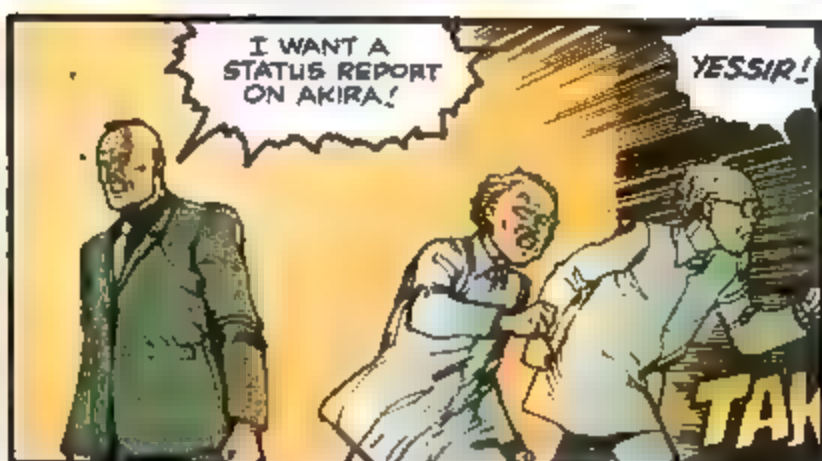
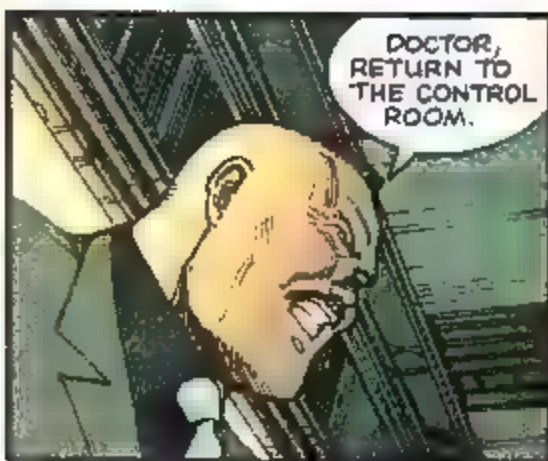
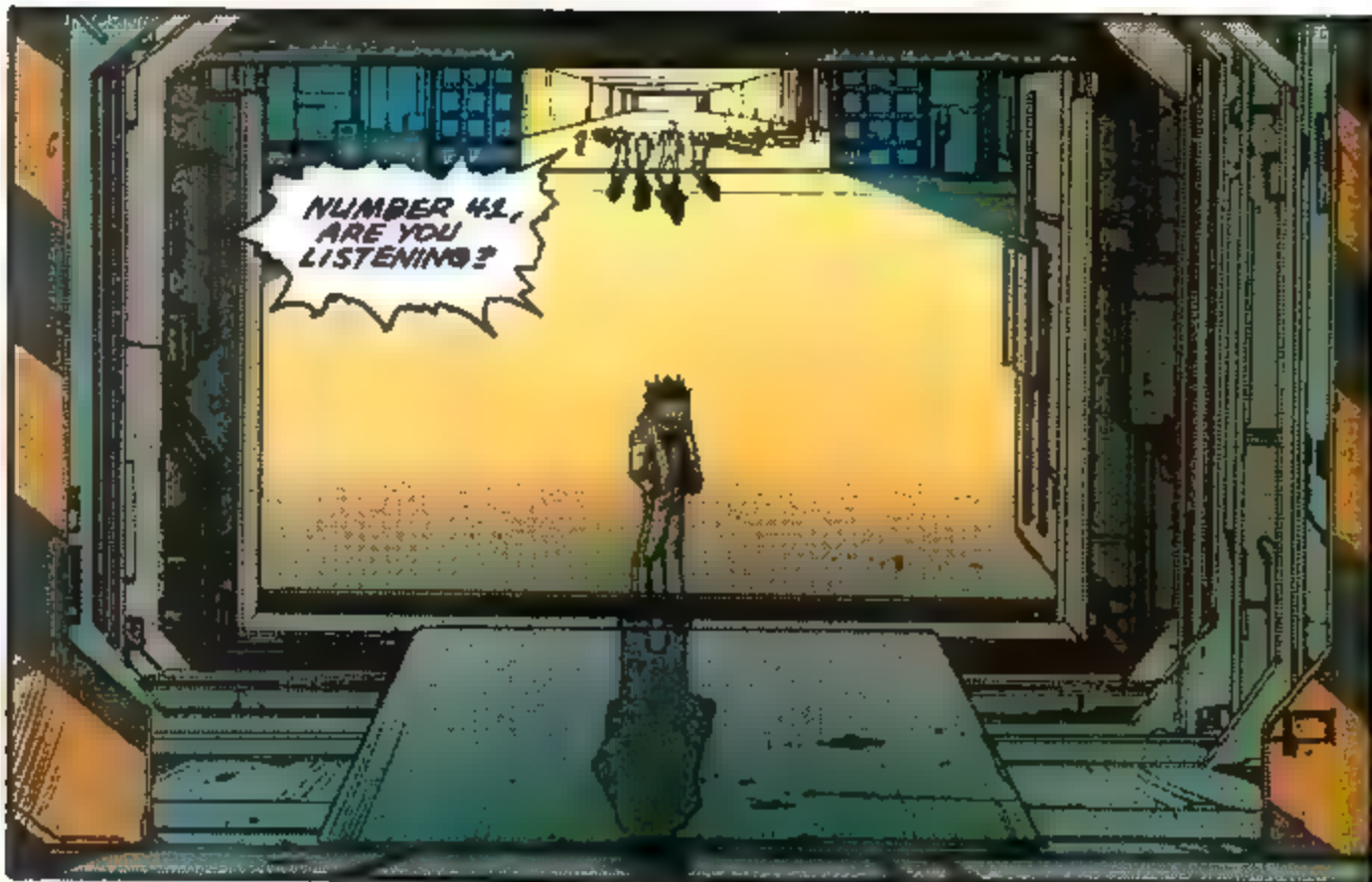
BE
CAREFUL!









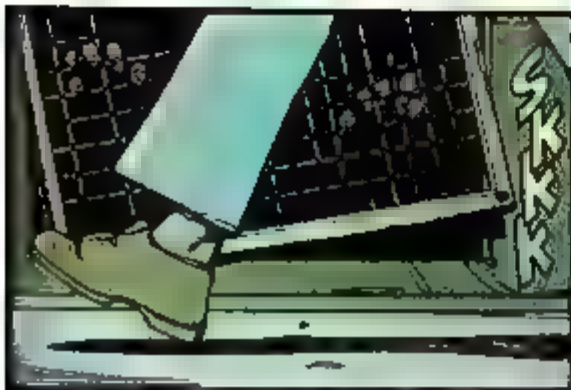


HURRY!

**I WANT A
TEMPERATURE
READOUT FOR
EVERY
CHAMBER!**

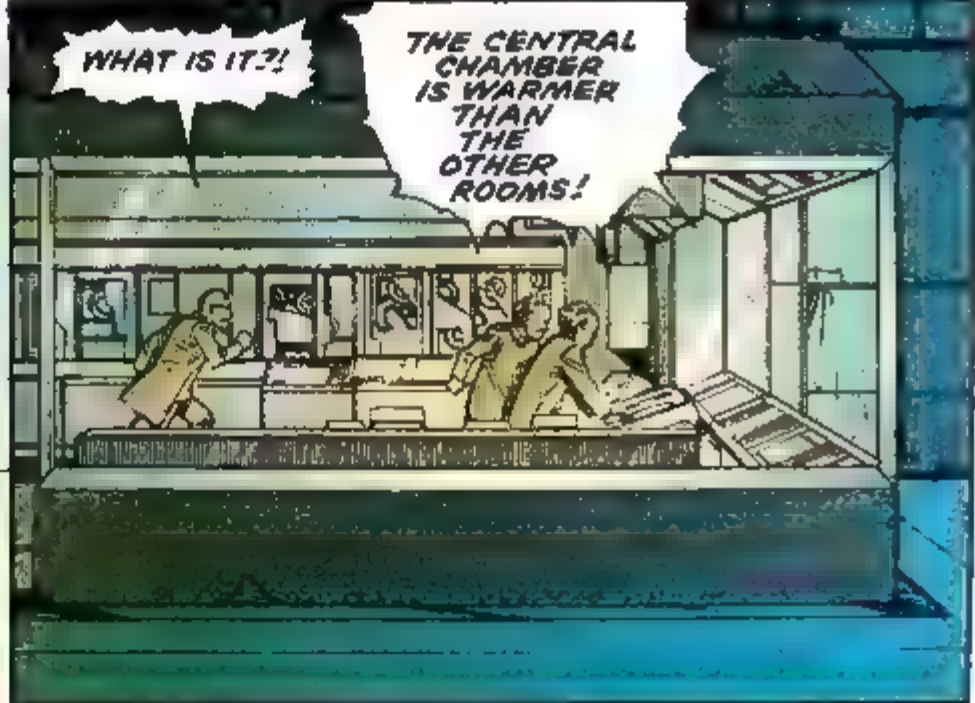
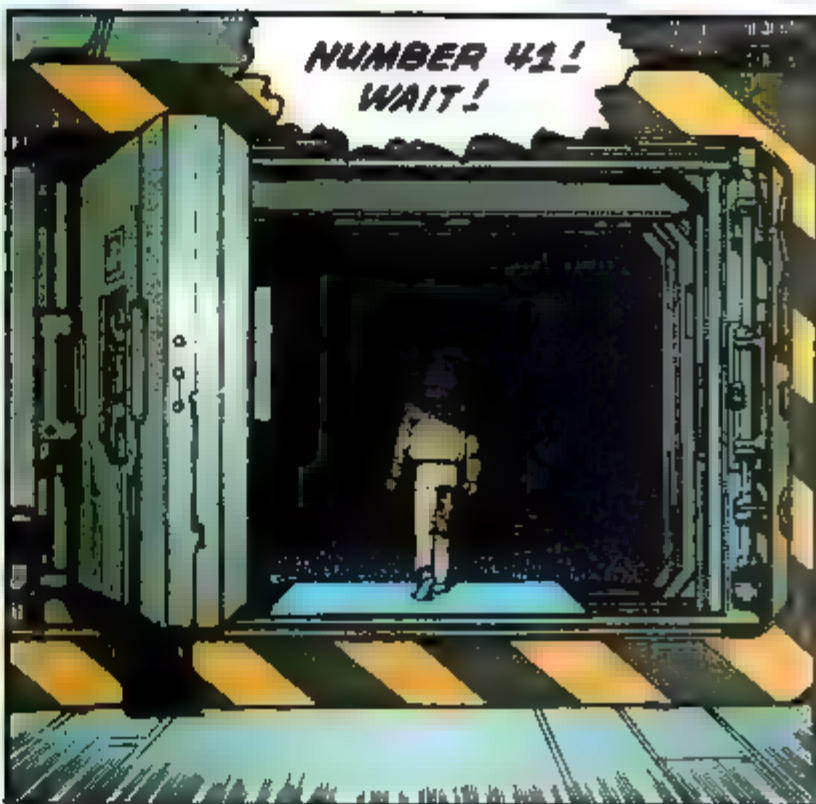
**CHECK
ALL THE
DEWAR
WALLS!**

**CHECK EVERY
THERMOSTAT!**

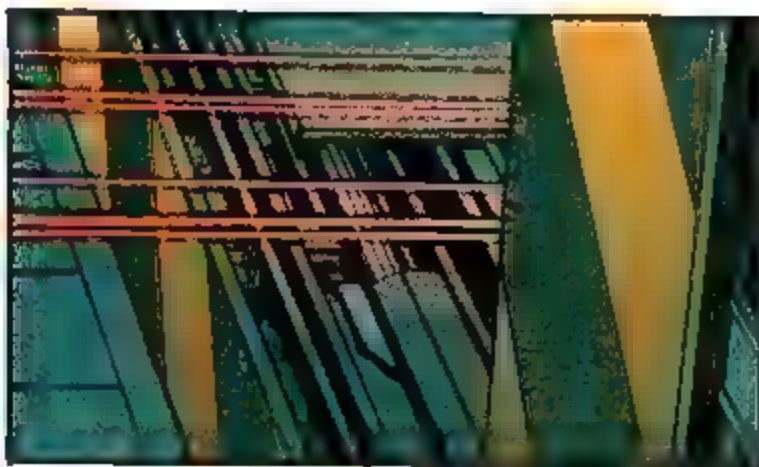
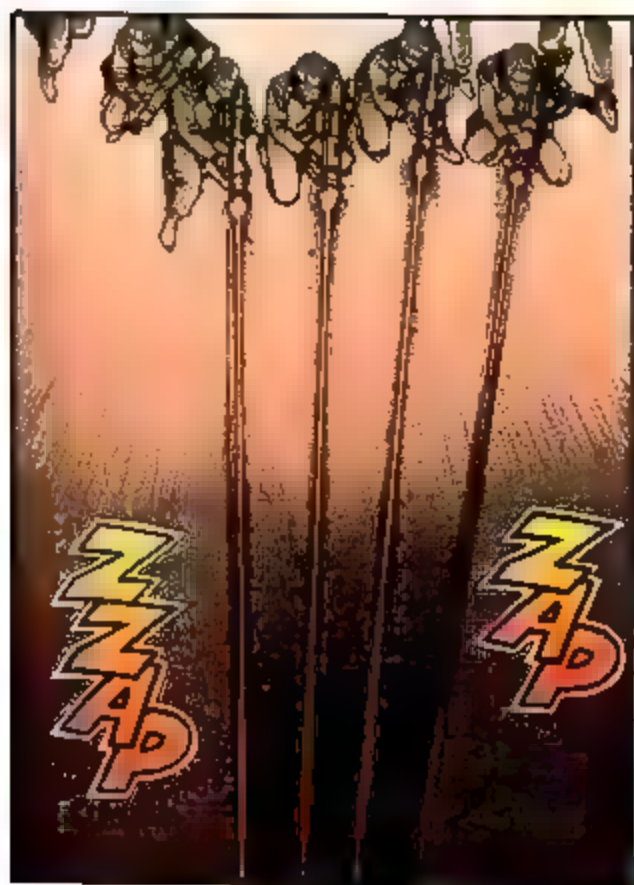
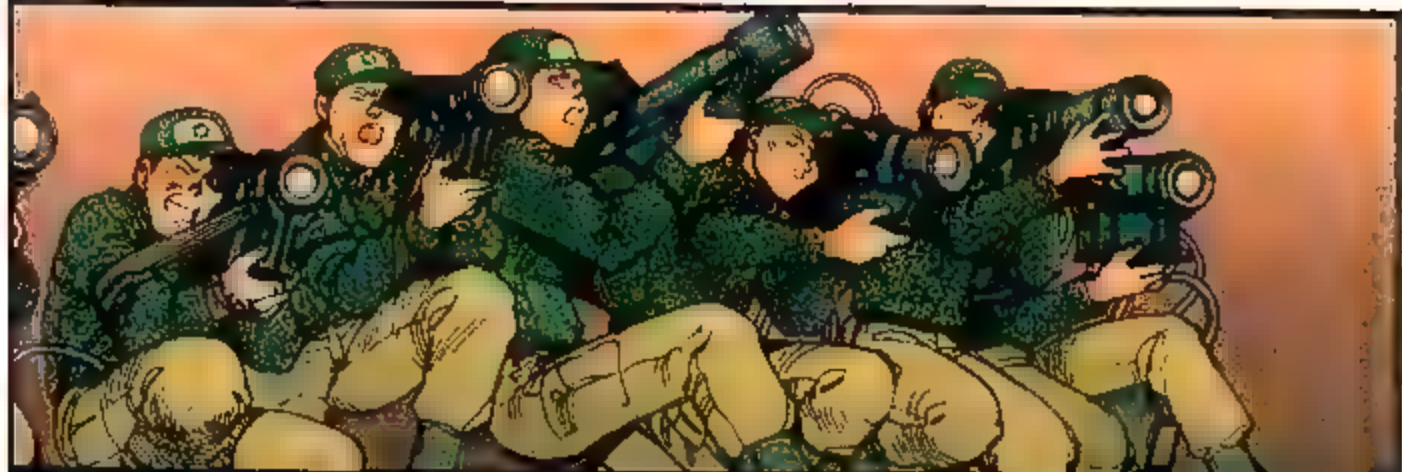


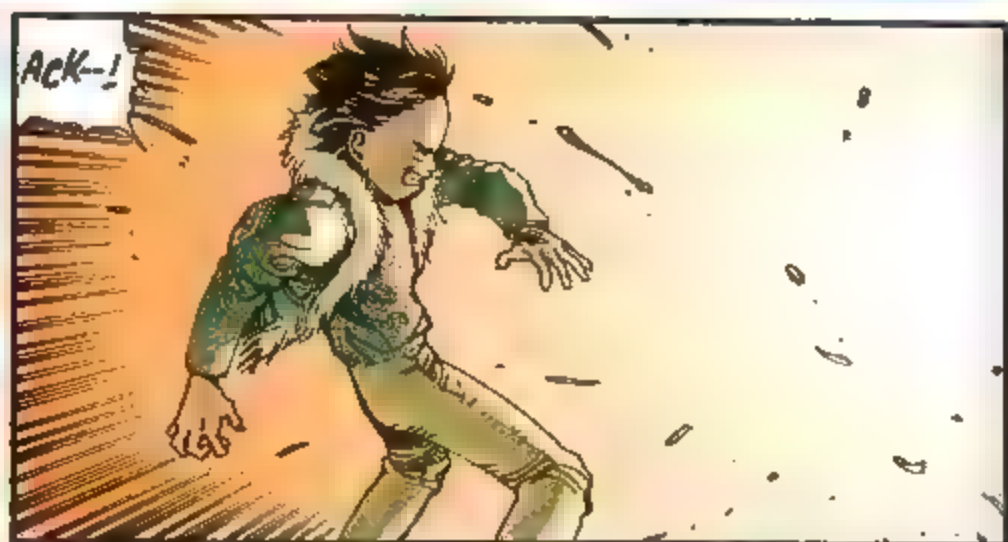
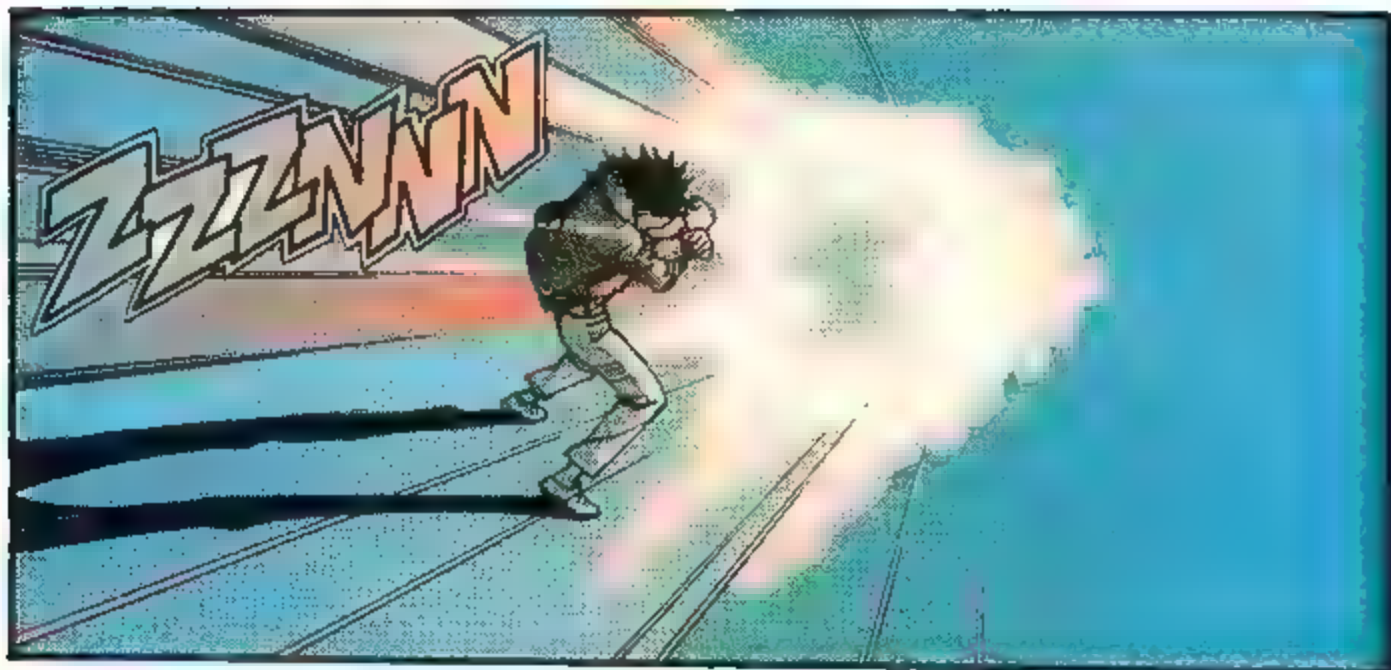
**THAT
WAS
CLOSE...**

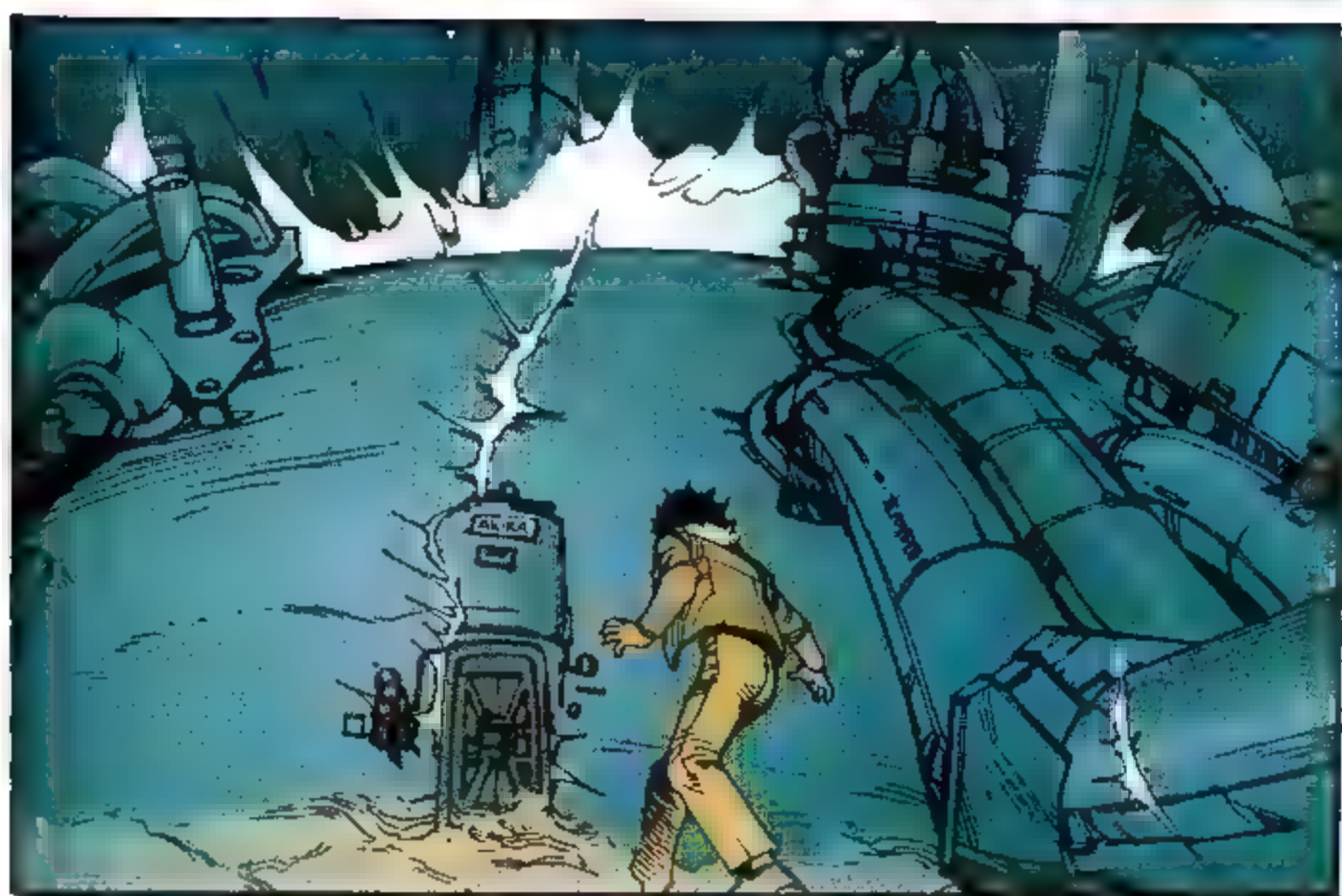
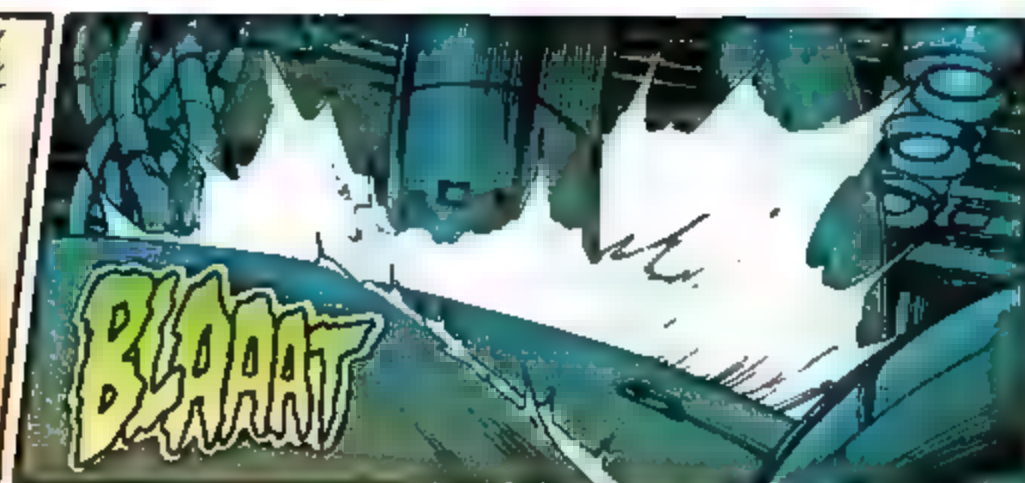
**NUMBER 41!
WAIT!**

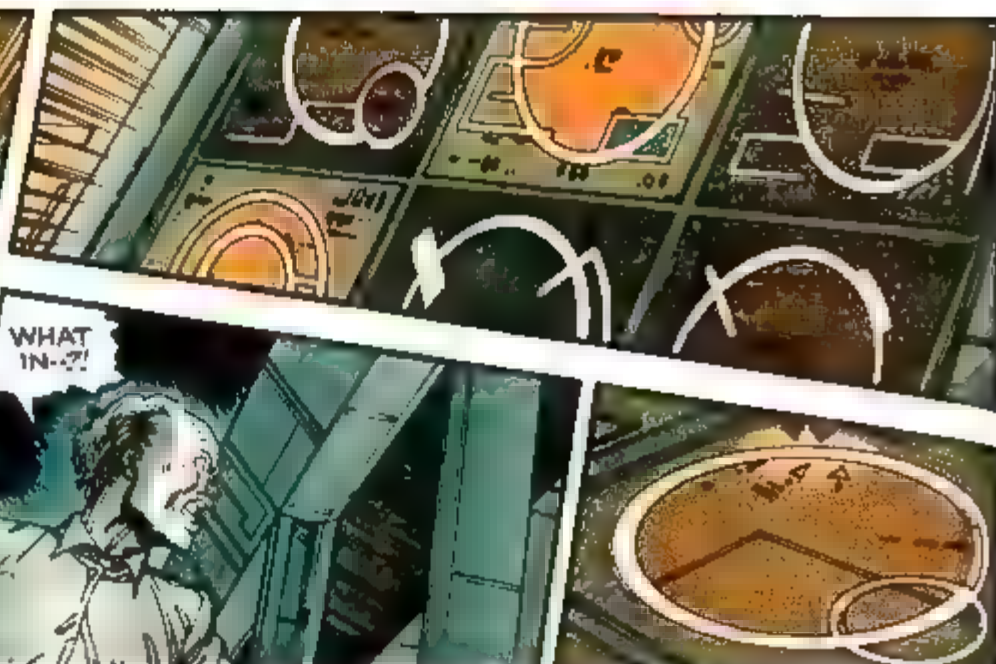










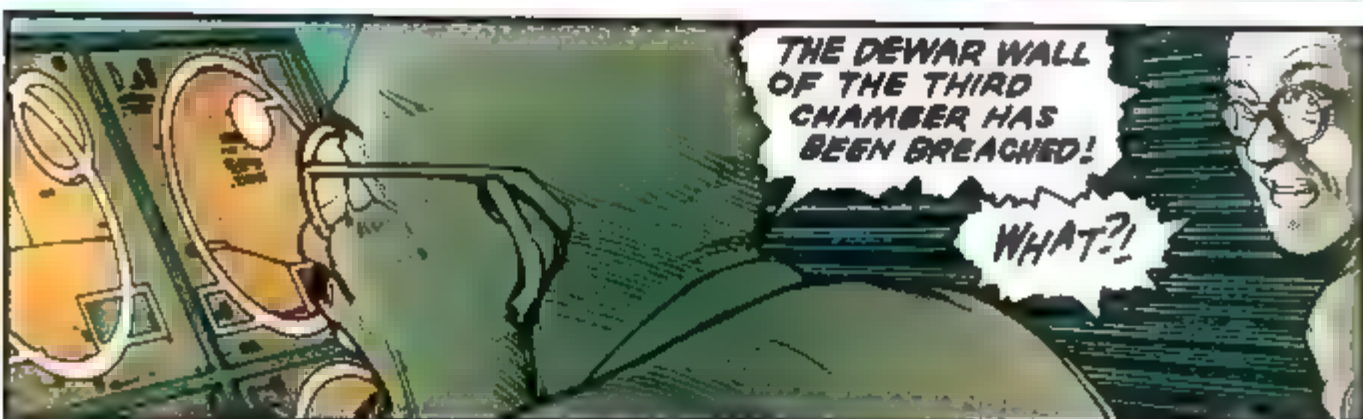


WHAT
IN-?



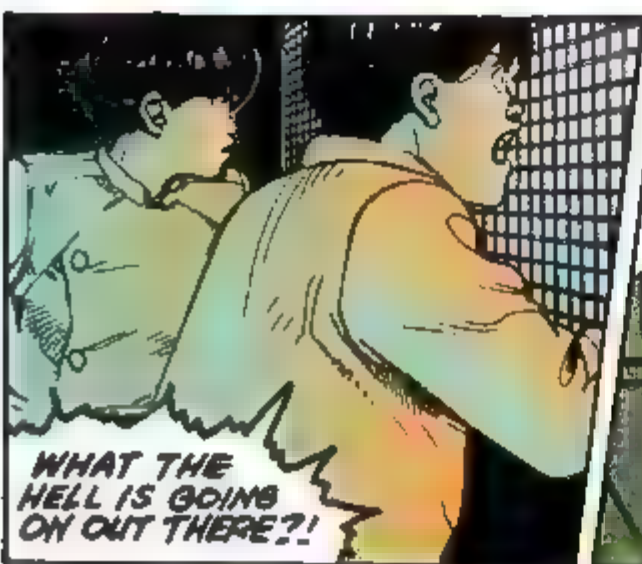
THE LASER MUST
HAVE STRUCK THE
OUTERMOST
DEWAR WALL!

IT
CAN'T
BE!!



THE DEWAR WALL
OF THE THIRD
CHAMBER HAS
BEEN BREACHED!

WHAT?!

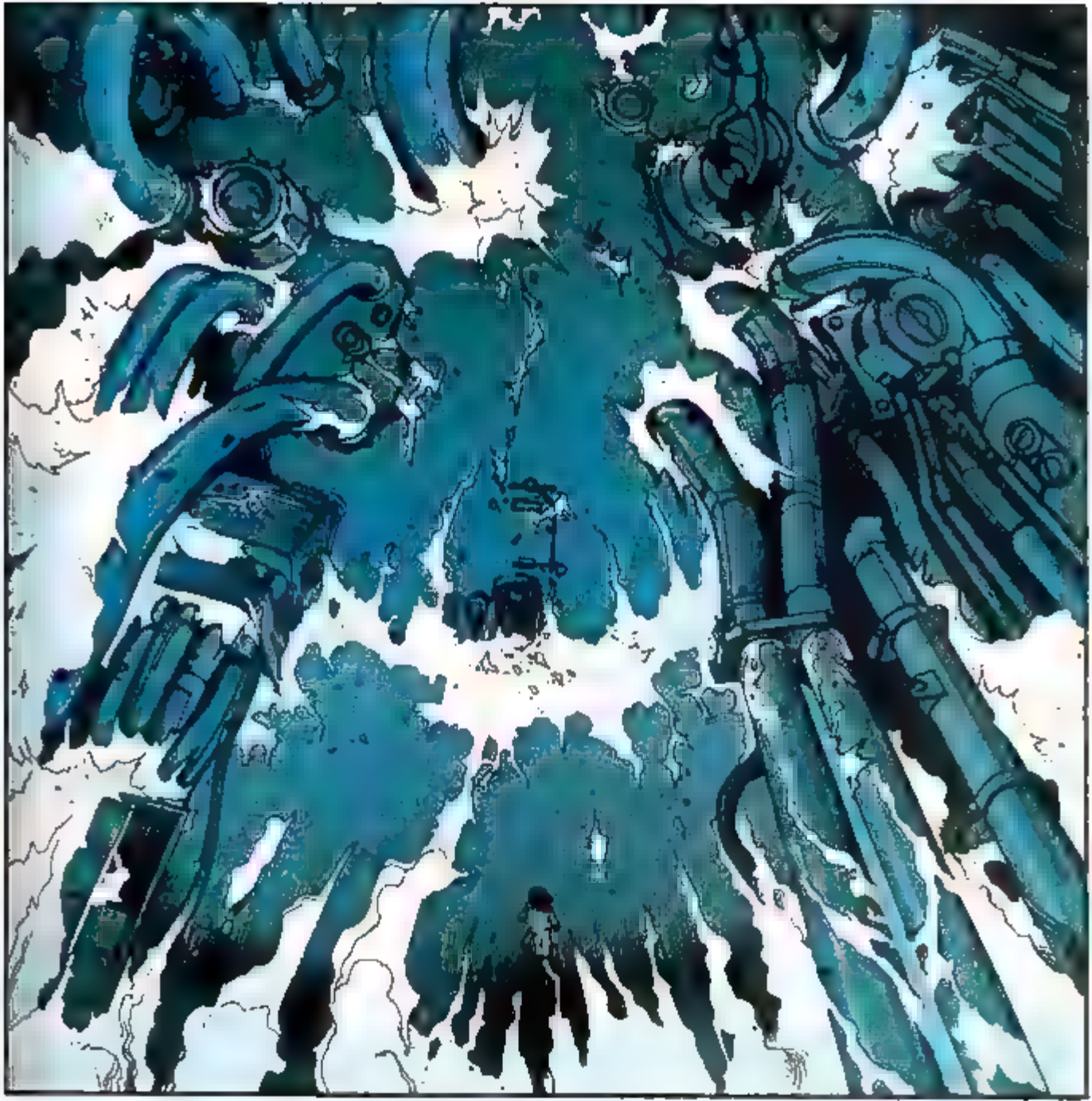


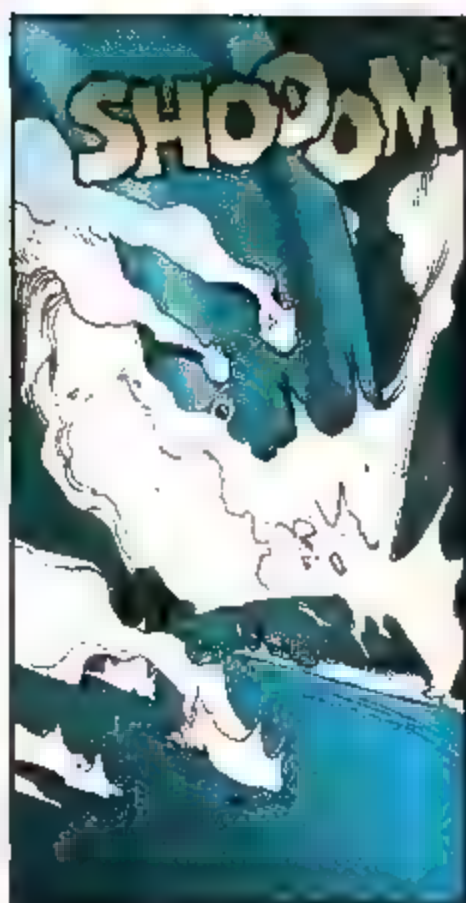
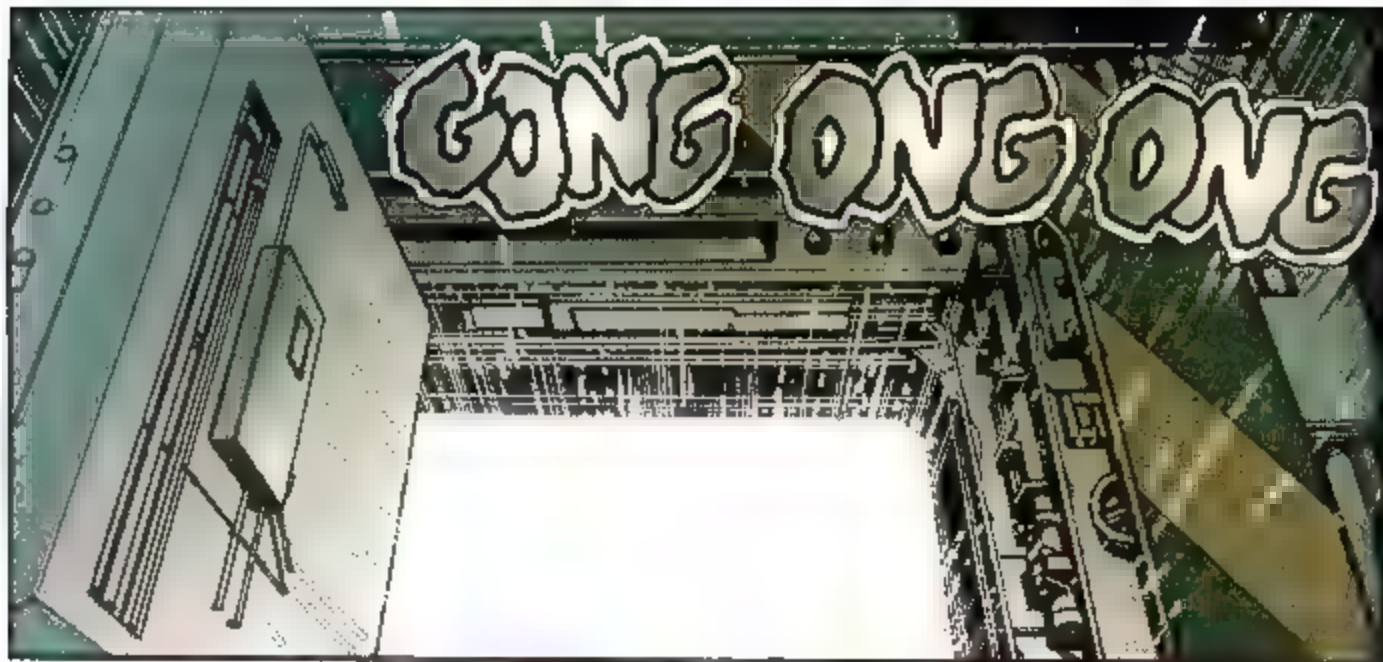
WHAT THE
HELL IS GOING
ON OUT THERE?!

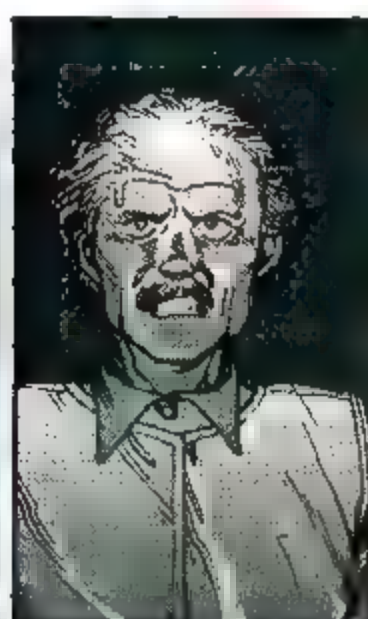
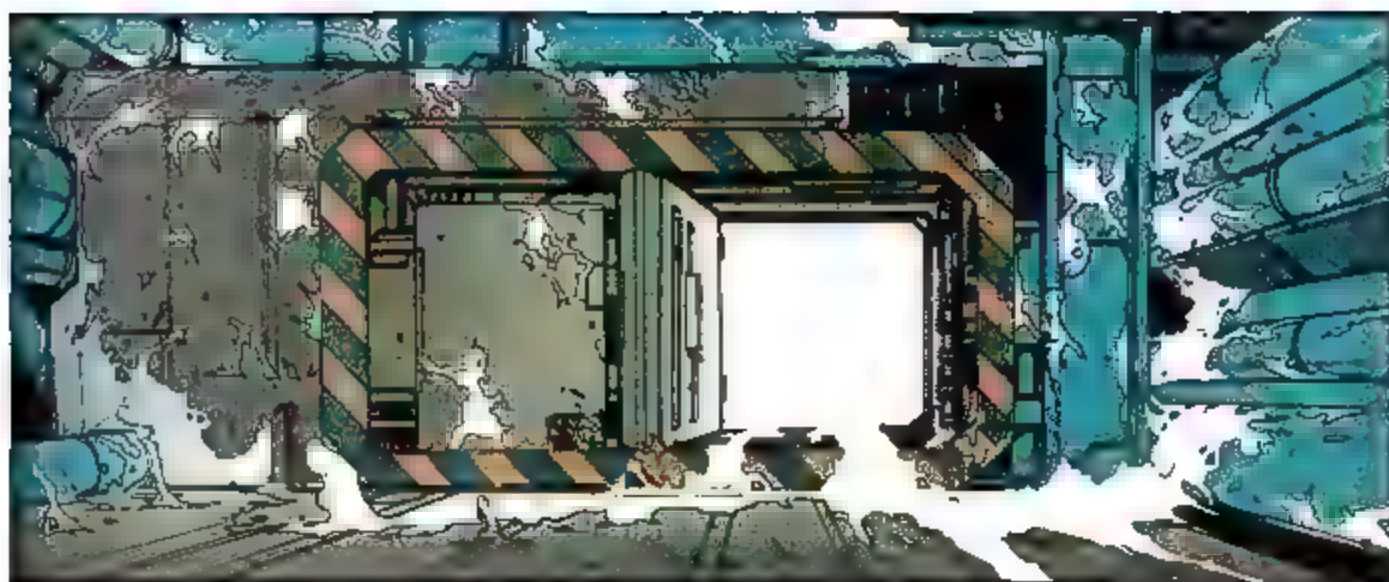
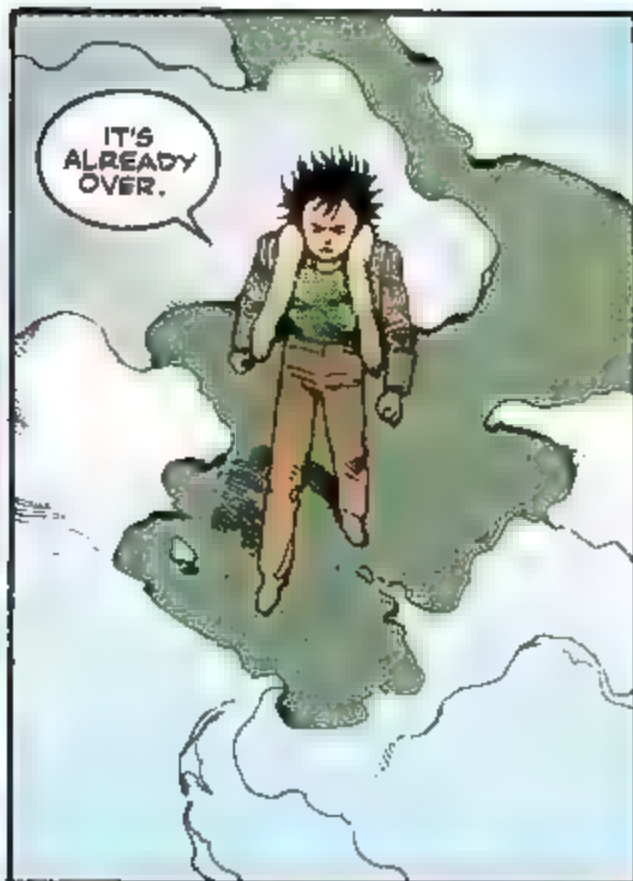
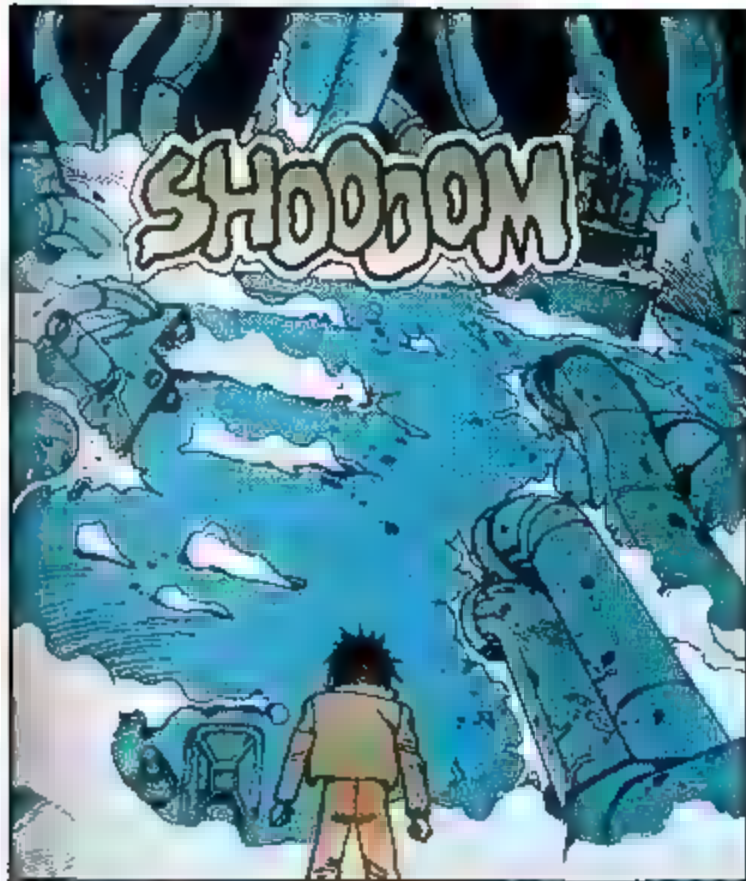
THERE ARE
ALSO CRACKS
IN THE DEWAR
WALLS OF THE
SECOND AND
FIRST
CHAMBERS!

YOU MEAN
THEY'RE
BEING
DESTROYED
FROM
WITHIN??!

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NEXT ISSUE: **AKIRA RISING**

OTOMO

KATSUHIRO



It has been our pleasure to share with our readers the beautifully rendered black and white line art of Katsuhiro

in past issues of Akira. This month, we would like to let you peek into the wider world of Otomo's work. A forthcoming coffee table book called **Otomo Katsuhiro Artwork—Kaba** will showcase the wide and varied work Mister Otomo has done over the years. (The book should be available where you bought this comic.) It is a beautiful book of ■ master illustrator. Trying to find just one image for this page was very difficult. Finally, I settled for ■ piece from the Illustration chapter one of the five sections in the book.

The art was done for
Shinjuku
Graphic
Map,
Kinokuniya
Co., Ltd.
It was
done in
1980 and
the
medium
is pen
and color
tone.



KATSUHIRO OTOMO

writer/illustrator

YASUMITSU SUETAKE
chief assistant to Mr. Otomo

MAKOTO SHIOSAKI
SATOSHI TAKABATAKE
assistants to Mr. Otomo

HIROSHI HIRATA
designer, AKIRA calograph

AKIRA SAITO
designer, Kodansha edition

Kodansha Ltd.

YOKO UMEZAWA
with **LINDA M. YORK**
translation

KOICHI YURI
editor, Kodansha edition

NORIYUKI OKAZAKI
YUKA ANDO
editorial coordinators

Epic Comics

JO DUFFY
english adaptation

STEVE OLIFF
with the

OLYOPTICS COMPUTER CREW
colorists

MICHAEL HIGGINS
letterer

HARRY CANDELARIO
production

MARIE JAVINS
assistant editor

MARGARET CLARK
editor

ARCHIE GOODWIN
editor in chief

Beneath the half finished Olympic Stadium, AKIRA sleeps, peaceful and oblivious, while above him rages a battle to see who will control his future. Tetsuo, a powerful paranormal, seeks to awaken Akira, to see just *who* this extraordinary being is. Fearful of the dire consequences of waking Akira, Kiyoko, a paranormal herself, has come to the aid of Kay, a member of the Resistance, by endowing Kay temporarily with psychic powers. Kay now races through the sewers of Neo-Tokyo with Kaneda, a "friend" of Tetsuo, hoping they will reach the Stadium first. . . While above ground, the Colonel, who is charged with controlling all paranormals, has marshalled the elite forces of the Army to stop Tetsuo—no matter what the cost.

KATSUHIRO OTOMO'S



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X-FUTURE

I love um

I buy um

I preserve um

